March/April 1984 Number 68

Space Gamer

The Magazine of Science Fiction Gam

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Rescue the Captives on the . . .

Island of Entellope

A Generic Post-Holocaust Adventure

The Ogres are Under the Ice!

ICEPICK

An *OGRE* Scenario with new units by Craig York and Steve Jackson

FEATURED REVIEWS:
BUG-EYED MONSTERS
NUCLEAR ESCALATION
STAR VENTURE STRATEGY TIPS
ILLUMINATI VARIANT
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The Expanding Universe of Traveller

Why do more people play Traveller than any other science fiction role-playing game? Because GDW knows that you can't fit the whole universe into one box.

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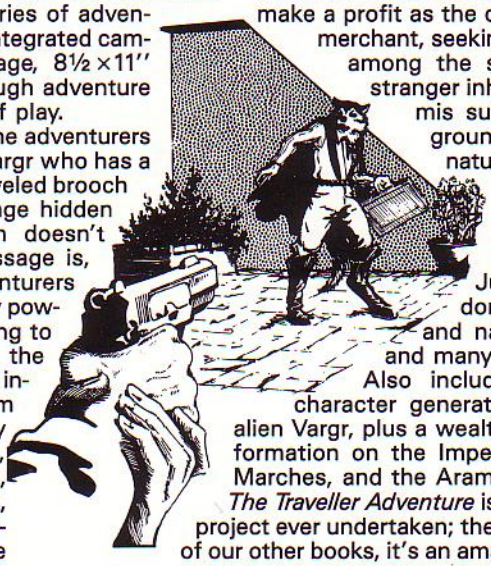
The Traveller Adventure



Actually, it's much more than an adventure: it's a whole series of adventures making up an integrated campaign. It's a 160-page, 8½×11" book filled with enough adventure to last for months of play.

It all starts when the adventurers meet Gvoudzon, a Vargr who has a stolen treasure: a jeweled brooch with a secret message hidden within it. Gvoudzon doesn't know what the message is, but soon the adventurers find that a great many powerful people are willing to kill to get it. Soon the party find themselves involved in a museum burglary, an attack by Vargr commandos, lanthanum smugglers, bureaucratic intrigues, kidnapping, and a full-scale megacorporate tradewar. Meanwhile, they must try to make a profit as the crew of a subsidized merchant, seeking cargo and patrons among the strange worlds and stranger inhabitants of the Aramis subsector: the underground city of Leedor, the nature-worshipping dictatorship of Pysadi, the eugenic elitists of Paya, the alien matriarchy of Yebab, Junidy with its co-dominium of humans and native "Dandelions", and many others.

Also included is a complete character generation system for the alien Vargr, plus a wealth of background information on the Imperium, the Spinward Marches, and the Aramis subsector.

The Traveller Adventure is the largest **Traveller** project ever undertaken; the equivalent of 6 to 8 of our other books, it's an amazing bargain at $12.

Murder on Arcturus Station

A corporate executive has been murdered on Station Three of Arcturus Belt. It's up to the referee to decide which of the nine suspects is guilty. Was it the executive's estranged wife? His mistress? The Solomani rebel? The Aslan noble? The adventure tells how to construct each of the possible crimes: motives, clues, alibis, even misleading clues pointing to the wrong suspect.

Then it's up to the adventurers to solve the mystery by questioning the suspects, discovering clues, and using their powers of deduction. But watch out: the murderer may strike again.

Murder on Arcturus Station is a classical mystery in the tradition of Agatha Christie and Dorothy Sayers—except that it takes place in an asteroid belt, one of the suspects isn't human, and several of the others are possessed of odd cultural quirks.

At 56 pages, *Murder on Arcturus Station* is longer than most **Traveller** adventures, but it's still only $5.

Tarsus

When a game takes in the entire universe, it's easy to forget how large and complex even a single world can be. **Traveller** boxed modules, of which *Tarsus* is the first, are intended as demonstrations of how much scope for adventure one planet, described in detail, can provide.

The 24-page world data book covers the world's history, geography, climate, flora and fauna, and the myriad other details that make this world unique in the universe.

Five scenario folders deal with a few of the possible adventure situations, including the maneuvers of various political factions and the megacorporation SuSAG, rumors of strange events deep in the tanglewald, and trouble on the family ranch. Also included are 3 maps and 12 character cards.

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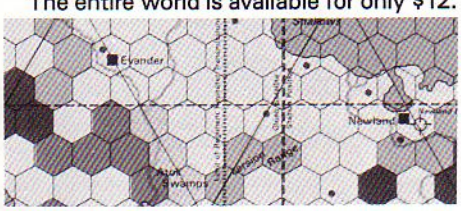

Scouts

Traveller Book 6 offers expanded treatment of the Scout Service similar to *Mercenary*'s and *High Guard*'s expansion of the Army and Navy. It describes the organization and history of the service, including all its various component offices and branches. A detailed character generation system offers new skills and makes provision for service in all branches of the Scout Service.

In addition, the book contains new rules for generating complete planetary systems: number, spectral type, and temperature of stars, habitable zones, and the number and orbits of all the system's planets and their moons. Rules for generating factors affecting a world's climate are also included: albedo, orbital eccentricity, average surface temperature, axial tilt, and the greenhouse effect are all taken into account.

The new rules are fully compatible with the original **Traveller** world creation rules, and systems already generated under the original rules may be expanded easily.

As an example, two complete stellar systems are included: Regina and Sol.

Price: $6.

Veterans

This supplement is a handy aid for the referee using Book 4, *Mercenary*. It contains over 200 pre-generated *Mercenary* characters from all branches of the Army and Marines, ranks from private to colonel, and tech levels from 7 to 15.

Veterans is especially useful when players are recruiting a mercenary unit. Each character is given a full resumé for the players to see; information reserved for the referee is in a separate section. Price: $5.

The Journal of the Travellers' Aid Society

The *Journal* is a quarterly magazine crammed with new **Traveller** material. Each issue contains two ready-to-play scenarios, a description of an alien race, and much more. If you're serious about **Traveller**, the *Journal* is for you.

Issue #18 is now available. Single issue: $2.50; subscriptions: $9 per year in the US and Canada, $18 (includes airmail) elsewhere.

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Space Gamer

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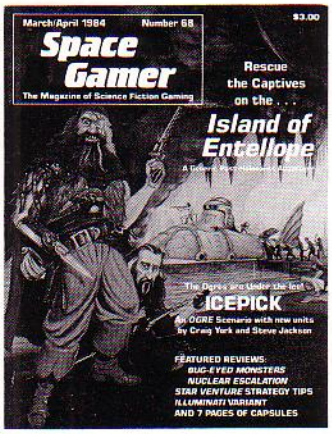

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They Want Our Women . . .

BUG-EYED MONSTERS

Featured Review by Matt Costello

Ah, the halcyon days of the Fifties, when television was growing like an out-of-control fungus and America was king. For ten years, an innocent America slept the deep sleep of power and contentment. It would take later decades to show us that life is not always so peaceful and quiet. Many of us "Fifties kids," at any rate, were too busy to wonder where the wars were . . . and the tension . . . and the crises. We were at the movies, and some of us never really came out.

A flick cost 25 cents at the Marine Theater, just off Flatbush Avenue in Brooklyn. Then, outrage! The price jumped to 50 cents. *Two* quarters! Right out of your popcorn money! Still, the theater continued to supply something guaranteed to provide an afternoon's fun – the matron. The matron was a standard issue white-haired lady who, armed only with a flashlight and a starched white outfit, sought to keep the running, screaming, and popcorn throwing to a minimum. Many a boring western must have had her on the brink of madness.

Matrons come and go, but the Fifties flicks, the sci-fi and horror films, will be with us forever. The horror films were unbloody but, to our young sensibilities, terrifying. Even in the hottest summer weather, you always brought a coat . . . so that at the crucial moment when the monster's horribly disfigured face finally appeared, you could cover your head!

"What's happening?" you'd ask your companions eagerly. But all too often, they were also playing ostrich under their shiny pseudo-satin flight jackets.

And the science-fiction . . . This was before SF became "respectable," when we knew that most aliens (with the exception of Michael Rennie in *The Day The Earth Stood Still*) were out to conquer our planet. This was a time when America was king of countries; it stood to reason that the Earth was the king of planets.

For years, people have tried to read social "messages" into these films. Fifties horror and SF films have been described as parables of the "Commie menace" or the loss of individuality that went along with grey-flannel suits. Maybe so. I just feel that the filmmakers were out to scare the bee-jeez out of the post-Howdy Doody set.

But time moves on. The big-headed, multi-clawed creatures gave way to Stanley Kubrick's HAL. Science fiction became either serious or swashbuckling. It was left for late night TV to remind us of those wonderful days of terrible movies . . . TV, and Greg Costikyan.

Greg Costikyan, designer of ***The Creature That Ate Sheboygan*** (TSR trademark, folks!), has created ***Bug-Eyed Monsters*** and released it through West End Games. The game is an amalgamation of a number of SF film themes, with the greatest debt owed to *They Came From Outer Space*. The box cover lets you know what to expect: Three well-developed women, dressed in pedal-pushers, pumps, and the low-cut blouses that passed for style in the Fifties, are being clutched by tentacled creatures with large, yes, *bug* eyes and crunching mouth-parts. On the bottom of the cover, in large letters, the

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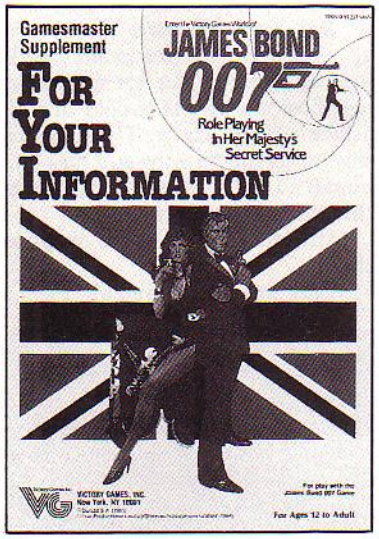
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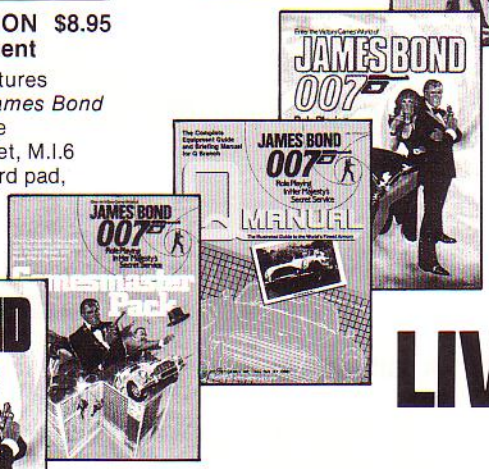

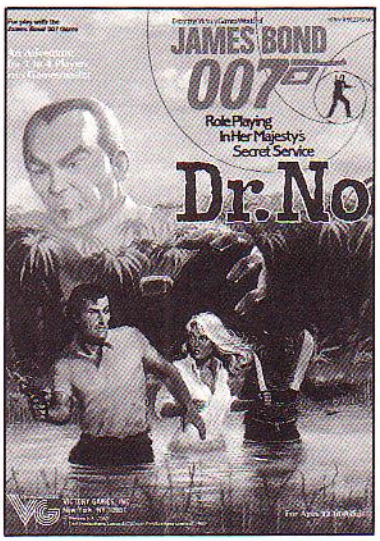

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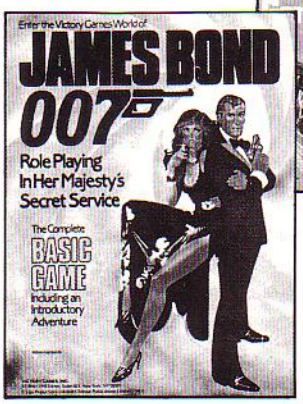
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words scream: They Want Our Women!

It's lurid and altogether wonderful.

Bug-Eyed Monsters is set in 1951, before Dwight D. Eisenhower's election as president. Two scenarios are included with the game. In the first, the BEM player lands his ship outside the town of Freedom, New Hampshire and sends out his monsters on grav-sleds to kidnap women. (We're not told *why*, unless it's the same reason used in the movie *Plan 9 From Outer Space* – fertility problems back on the home planet.) The town is charmingly depicted on a map which includes a firehouse, church, restaurant, school, and several homes. The residents of Freedom include John and Bess Budge, and their lovely daughter, Madge. We also meet Junie and Janet Jane and their little buckaroo of a son, Junior. There are even dogs and (god help us!) *Democrats* scattered about the town. There are also counters for fire trucks, pick-up trucks, guns, pitchforks, chainsaws, axes, snowmobiles, and lasers. Everything, in short, that you could possibly want to fight an invasion of women-stealing aliens.

The BEMs' job is to destroy Freedom's males while knocking out the females. Combat is resolved using a simple system involving characters' Combat Strength, Weapons, and, in the case of ranged fire, Aim ability. All necessary information is right on the counters. A table is used to determine the outcome of battles, with results ranging from no effect to wounded or killed.

Each woman has a pulchritude value from 1 to 6. The higher the value (the prettier she is), the more she is valued by the BEMs. Unfortunately, in the presence of a knockout like Jill Fredricks (a 6!), the monsters can become "Lust Crazed," which means they cannot move or attack any males. Ah, romance.

Once a house is attacked, everyone inside becomes "active" and the human player can either attack or move any survivors to alert sleeping townsfolk. A lot of nifty rules make this part of the game especially fun. Any Church Officer, for example, can ring the church bell to alert other church members. A fireman can race to the firehouse and summon all the volunteer firemen. Dogs can only bark – they activate humans only on a roll of 1 on 1D6. And nobody listens to the Fredericks because they're Democrats and drunkards.

The ten-turn game becomes a race to alert the town; in force, the townsfolk can stop the aliens. The aliens, meanwhile, must try to capture the most pulchritudinous women in order to gain victory within the turn limit. Going only for the real beauties can make that easier. The BEMs must try to cut off key houses while stopping anyone from alerting the townspeople. The human player has to decide when to attack, when to alert, and must always second-guess the BEMs' next attack.

The second scenario, "Aliens Kidnap Presidential Hopeful," gives you a chance to play out the little-known story of Ike's encounter with our BEM friends. The counters for Eisenhower, state troopers, and secret agents, are hidden on the map. Their locations are noted on a sheet of paper. The BEMs have to find Ike (all the while dodging agents, troopers, and townspeople), and carry him to their ship. Just what the BEMs plan on doing with Ike is never explained. (Maybe they need a couple of quiet years . . .)

The overall quality of the rules, counters, and the attractive, helpful mapboard is first-rate. The scenarios play marvelously. ***Bug-Eyed Monsters*** even proves to be an excellent solitaire game. Playing solo, it took many games for me to figure out just how the BEMs should organize their attack on the town. Then, the challenge shifted to the humans and how they could be rallied in the most effective way to stop the horrible invaders.

And they have to be stopped, don't they?

They want our women!

BUG-EYED MONSTERS *(West End Games); $10.00. Designed by Greg Costikyan. One 23" x 17" full-color map, die-cut counters, 8-page rules booklet, and two six-sided dice; boxed. For two players. One to two hours. Published in 1983.* **SG**

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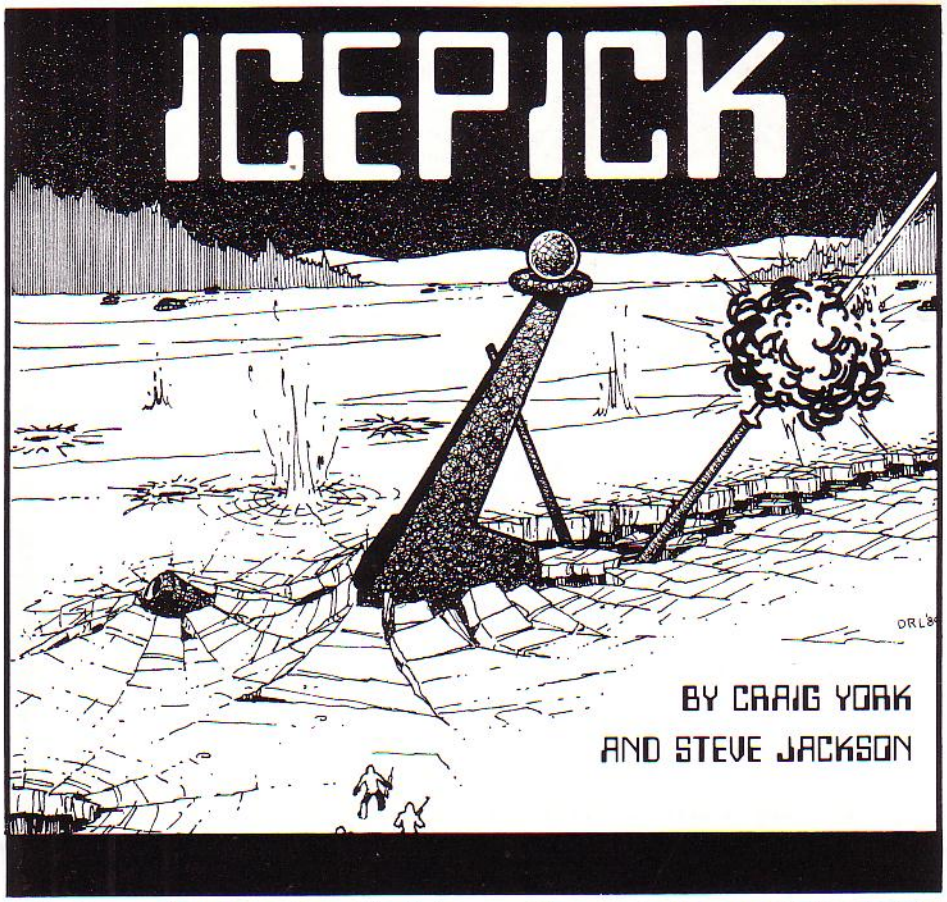

In the near-freezing water at the bottom of the Arctic Ocean, three great shapes churned up clouds of silt as they neared the Siberian coast. They spoke to one another in numbers, their whole conversation lasting milliseconds.

"Icepick Leader, this is Icepick Two. We are within projected range of enemy motion sensors."

"Contact definite, Icepick Two. I just rolled over one. We can expect underwater anti-commando squads at any time now."

"Icepick Leader, this is Icepick Three. I have multiple contacts to the east at a range of 6000 meters. Readings consistent with marine battlesuits."

"Icepick Two, do you have any contacts yet?"

"Negative, Icepick Leader."

"Nor do I. Icepick Three, break off and proceed east. Stay under the ice as long as possible. Go for the eastern shore battery. Icepick Two, take the lead and proceed north."

The grade grew steeper as they neared the shore, and the meager sun of early May filtered weakly through the breaking ice.

"Icepick Two, we have incoming fire."

Nuclear explosions wiped away the covering ice and sought the machines beneath. Through flame and steam, the Ogres rolled on.

"Report status, Icepick Two."

"Undamaged."

■ ■ ■

The major's afternoon walk was interrupted by the signal buzz of his radio. He pressed the respond button and spoke into the mike. "Makharov here. Go ahead, station."

"Major, this is Colonel Androvitch. What is your location?" The colonel sounded worried.

"I'm six kilometers north of the station, just west of the road on the south bank of the Iesta. What's going on?"

"You will proceed back to the station immediately. Androvitch out."

"But I'm on foot . . ." Makharov responded, even as contact was broken. His consternation eased somewhat as he heard the familiar whine of a ground effect vehicle approach. Then the hairs on the back of his neck stood straight up as he recognized an equally familiar, but totally unexpected, sound. The shore batteries were firing.

■ ■ ■

The major studied the young hovercraft pilot who had picked him up. He hadn't seen her before. From a German unit, by her shoulder patch. And the name badge over the breast: Zahn. "Lieutenant Ulrike Zahn?"

"I am she, Comrade Major." Formal, thought Makharov. Definitely, very German.

"You must have just gotten off the plane. I wasn't expecting you for two more days."

"Comrade Major, have you not been informed? We are under attack."

"By whom?"

"By *what*, Major. Cybertanks."

"More than one?"

"Two, according to the infantry report."

"And their type?" he almost whispered.

"Either Mark III or a modified Mark II. The observers were uncertain."

"Merciful God. We can't handle two Mark IIIs."

"But we have a very good chance if they are Mark II units. Especially since the addition of Battery Rudolf. The Mark II is underarmored."

"You are surprisingly well-informed for a lieutenant. You are a Party member, I assume?"

"Comrade Major, I did not mean to . . ."

"Answer the question."

"Yes, Comrade Major. I am a Party member."

"Good. I would not want to die under an Ogre's guns without the blessing of St. Lenin. Now turn this machine around. And acknowledge no further transmissions from Station Andropov until I tell you otherwise. I haven't time to waste debating strategy with the Colonel."

That ought to put a boil on her party hide, Makharov thought. Instead, she grinned like a cat and threw the hovercraft into a tighter turn than any Makharov had seen in some time. *It's a good thing I skipped lunch,* he reflected.

"You're a pretty good pilot, Lieutenant – for a party member. Tell me, have you ever faced cybertanks before?"

"I was at Gibraltar, Comrade Major." She said nothing else, and Makharov began to check the guns.

■ ■ ■

"Icepick Leader, this is Icepick Three. I eliminated the gun, but lost treads and a secondary. How shall I proceed?"

"Icepick Three, are you still capable of rated speed?"

"Affirmative, Icepick Leader."

"Proceed due south. The briefing showed a bridge about six kilometers down the road. Cross it and hold station among the buildings if attacked; otherwise proceed directly against the installation."

"Icepick Leader, this is Icepick Two. Have broken surface. Briefing was in error; I am taking fire from at least one shore battery other than the one on the pier. Minor tread damage. Instructions?"

"Attack the pier, Icepick Two."

■ ■ ■

". . . hit it as it came out of the surf! Major, the pier is completely gone."

"What about the infantry?"

"Third and fourth squads are right behind them, sir. Sixth was on the pier with Battery Nadia. Others are making best speed this way. Sir, we are getting a

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*Hobbits, get out of town by sundown.

call from Group Lansky; they're coming in off the ice, about two klicks out."

"Group Lansky, this is Major Makharov. Do you read?"

"Group Captain Bledenev, Major. We have targets in sight. One is definitely a Mark II, but the other one is bigger. Shall we proceed?"

"Do what you can in one pass, Captain, then proceed east at speed. There's another one on Gorky Road; it took out Olga and is heading for the station. Catch it on the bridge and drop it into the swamp if you can. Makharov out." With the perfect vision of hindsight, Makharov regretted his failure to insist that the bridges be mined.

"Major, we are in position, awaiting orders." It was the Frenchman, Captain Blanchard. He had arrived the week before with a dozen factory-fresh light tanks. Staff had ordered a field test in Arctic conditions. They'd get it. He only hoped Blanchard lived to make the report.

"Captain, you are to encircle the enemy. Under no circumstances attempt to close with them; leave that to the hovers. Get between them and the sea. Order your men to concentrate fire on the lead vehicle's weapons. I will lead Group Iestagrad on its companion."

"Understood. Blanchard out." At least his Russian was good, thought the major.

"Major, the station reports taking severe damage."

"Where, Lieutenant?"

"Admin building. No damage to the lasers or the reactor. Sir . . . the colonel was there."

"So it goes . . . There's Group Lansky. Take us in on the big one, Lieutenant."

Battery Rudolf, the surviving howitzer, finally ranged the trailing Ogre. A direct hit shattered the right rear tread housing. The Ogre paused, then lurched forward again, trailing pieces of its suspension. The Ogre's remaining missile swiveled to the rear, but even as it lifted from the monster's back, tracer fire danced over the missile, deflecting it to the ground well short of its intended target. It did not explode.

Amid the smoke and ash, Group Lansky roared by the leading attacker, right under its guns. Three of the group's number sped past it and away; the fourth was caught beneath the treads as the Ogre suddenly veered to the right.

The trailing Ogre filled the windscreen ahead, and Makharov concentrated his fire on the main gun, even as Battery Rudolf scored again, smashing more treads. Behind him, Group Iestagrad came in, while Lieutenant Zahn threw the G.E.V. around like a sport-hover as they circled for another pass. They sped back at the Ogre, passing Shermayev coming out of his run. Kropotkin hadn't made it, nor did Shermayev get much further.

Makharov's eyes widened. Blanchard was ignoring orders; his light tanks were charging like cossacks. Three of the small tanks were hit, and the rest broke in every direction. *Well, that's one way to encircle it,* thought Makharov. Then he noticed that the Mark III's main gun was drooping brokenly. One of Blanchard's men had gotten it, but three of the secondaries were still spitting fire.

Suddenly, the leading cybertank – the Mark II – was silhouetted in a fireball. Battery Rudolf had changed targets and scored again. They were earning their rations today. "Battery Rudolf, this is Makharov. Go back to your original target. The leading one is scrap."

■ ■ ■

"Icepick Leader, this is Icepick Three. My treads have been disabled by laser fire. I am immobile, 1700 meters from the target installation."

"Icepick Three, what is your weapon status?"

"Icepick Leader, I have a secondary battery and three AP guns. Wait. Correction: I no longer have a secondary battery."

"Icepick Three, what is installation status?"

"Icepick Leader, the laser tower is located 0403. I fired on it but did no evident damage. A complex of office buildings at 0404 has been eliminated. Two hovercraft from the force that engaged me are proceeding in your direction."

"Icepick Leader, this is Icepick Two. I am now immobile. If you survive to return to Base, it is suggested that you point out that Icepick Three and I were needlessly expended due to faulty intelligence work. Forces here were fifty percent greater than anticipated. It would have been . . ."

The smaller Ogre's analysis ended in a crackle of static. Icepick Leader would have to complete the mission alone.

■ ■ ■

"Major, Battery Rudolf reports that the big cyber has moved out of range." *We're on our own,* thought Makharov. The station was barely seven klicks ahead, and the surviving Ogre was making excellent time down the road, even with its damaged treads. Fifteen minutes, and it would be in range of the tower. Twenty minutes, and it wouldn't even need guns. It could walk right over the base. *Just like Gibraltar,* he thought. He had no time to dwell on this, however, as Zahn spun them and headed in again. *Like a ballerina,* thought Makharov, as he began firing.

■ ■ ■

Icepick Leader counted the meters to the laser tower. Its gun barrels were tilted at a perfect 45-degree angle, ensuring the greatest possible trajectory. The instant a hit became possible, the Ogre's targeting laser painted a spot at the base of the mushroom-shaped tower. The main battery fired; the tower quivered. The big gun spoke again and again, the Ogre ignoring the tiny enemies swarming about its treads. Then, as the range closed, the Ogre's surviving secondary joined in. Abruptly, the tower's hundred-meter bulk dissolved into shards of steel and concrete. The Ogre scanned for the reactor building just before it died in a hail of tac-nukes and bomb drones. The infantry had arrived, but it was a little late.

■ ■ ■

Makharov surveyed the remains of the big Ogre and of the installation beyond. The Combine would probably be launching a test missile at them any time, to check their robots' handiwork. He thought of the flask in his pocket, forgotten since the interruption of his stroll. Only the barest trace of the day remained, and he considered taking a last walk on the tundra before the missile came in. Why not have a quiet drink with the lieutenant and wait for the end? He put that thought away in disgust. *Robots throw their lives away, and so do men,* he reflected. *But not without purpose.* "Lieutenant! Order all units to regroup and rendezvous outside Iestagrad. We have an evacuation to organize, and not enough time." Pocketing his flask, he climbed into the already-moving hovercraft. **SG**

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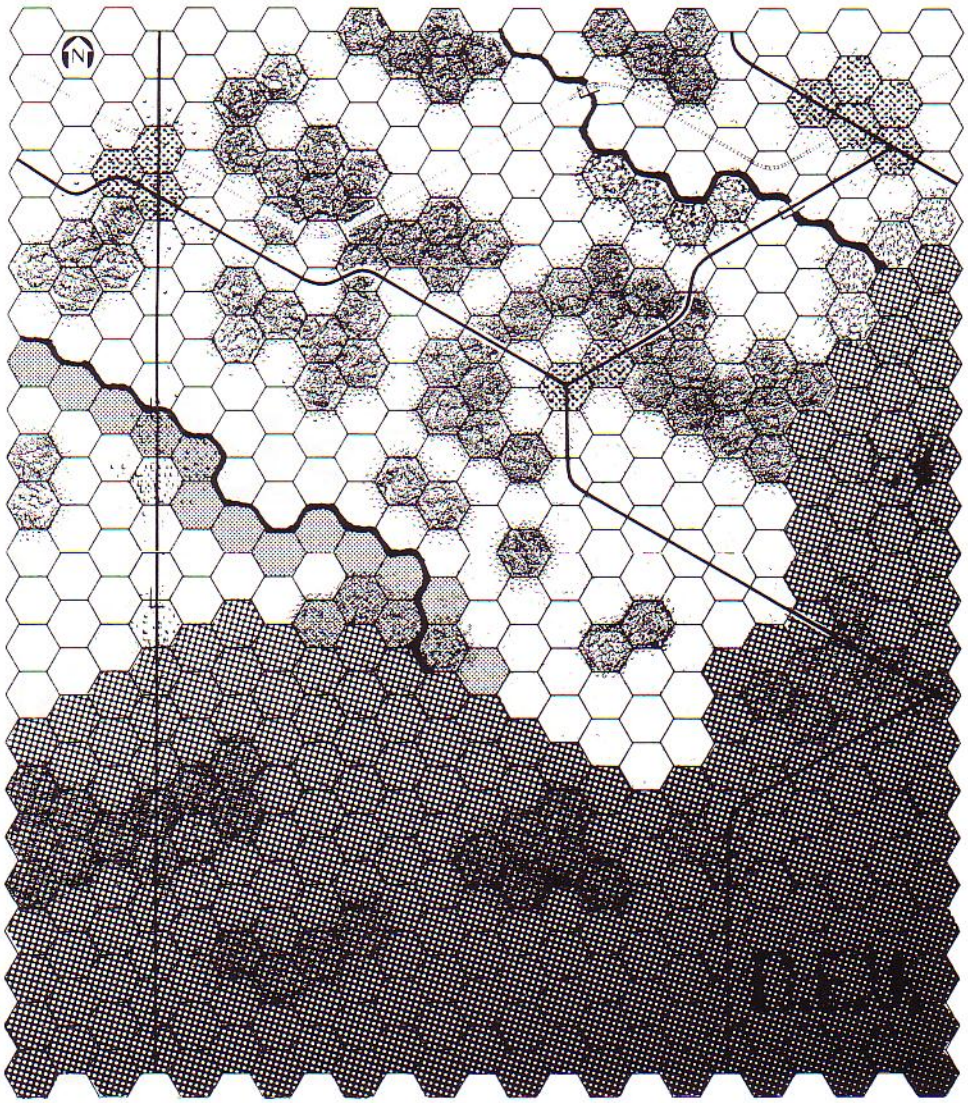
ICEPICK

A BEGINNER'S GUIDE TO MAP-BASHING

In the ongoing conflict between Paneurope and the Combine, the real loser seems to be that thirty-kilometer strip of land, located out there . . . somewhere. After you've fought over the *Ogre* and *G.E.V.* maps enough times to reduce every square inch to radioactive rubble, you'll no doubt start looking for new worlds (or at least counties) to conquer. Blank hex paper is fine, but an office copier and some highlighters can give you a new map while retaining some of the look of the originals.

The first step is to run off a copy of the original *G.E.V.* map; it is larger than the *Ogre* map and has more interesting terrain. An office copier will do it in two legal-size sheets; adjust the copy darkness until you have clear, black hexlines and numbers. Most terrain will turn to a featureless gray, except for roads, which stand out boldly. Close examination will let you distinguish between land and sea hexes – but you can hide this distinction in the next step if you like.



Now you color the map. The key to this is the use of "highlighters," the transparent felt-tip pens that we all used in high school and college. These tint the map without obscuring the hexlines and numbers, and come in a variety of useful colors. Green gives you fields, green with a little blue makes forest, blue gives ocean, yellow provides desert, yellow plus pink will produce a good orange for craters. A regular black felt-tip can then be used, if necessary, to add roads, bridges, etc. To indicate a town, leave the hex uncolored (or partially so) to simulate the black-and-white effect of the towns on the original map.

For a specific example, here's how to create the map for "Icepick." Start with the *G.E.V.* map. After taping the two copied sections together, run a blue line from the edge of the swamp (2306) along the edge of the lake down to the large river bridge in hex 2013. Go around the bridge (i.e., leave it white) to produce the pier of the story, which projects into the ocean. Continue the blue line down the west edge of the river to the point at which it meets the southern stream (1616) and follow the line of the stream to the west edge of the map. Everything south of this blue line is now colored totally blue, becoming the Arctic Ocean. Roads in the ocean, of course, are not usable!

Now re-color the two other streams in their original location, and create "swamp" in the line of hexes south and east of the southern stream (i.e., hexes 0108 to 1013) by stippling these hexes green and blue. Hexes 0913, 1013, 1113, 1114, and 1214 are also swamp. All roads remain the same. All other hexes are colored light green except the town hexes; thus, there is *no forest* on the new map, and no swamp except that which you just added. If you wish, you can add local names: the large town to the NE is Iestagrad, the two-hex town at the junction is Iestagrad Base, and the three-hex town to the NW is Station Andropov, the laser defense installation that the Ogres in "Icepick" are trying to take out. The small village just south of the swamp is Gorky.

Obviously, this is just one example. Other map-bashing possibilities include turning all but the forest hexes blue to get a group of islands; coloring the clear hexes dark green and treating the forest as clear terrain; cross-hatching the forests to get a large urban area . . . whatever you like.

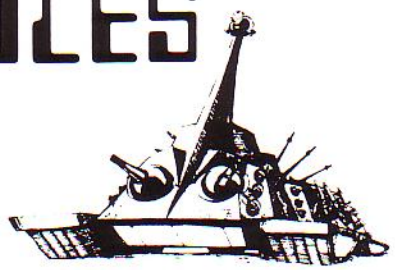
Thanks go to Rickie Lattie of San Marcos, TX, whose cratered xeroxes led to the original idea for map-bashing.

ICEPICK

SCENARIO SETUP AND RULES

BY CRAIG YORK

AND STEVE JACKSON



After making the map (see "A Beginner's Guide to Map-Bashing"), the defending player (White/Paneuropean) gets the following forces:

Three howitzers: one (Battery Nadia) within two hexes of the pier at 2013, one (Battery Olga) within two hexes of the point at 1616, and one (Battery Rudolf) anywhere on the board. These may be regular howitzer units, mobile howitzers, or any combination.

Nine GEVs: four (Group Lansky) set up anywhere in the blue ice/ocean area, four (Group Iestagrad) in the town hexes at 1408 and/or 1409, and one at 0708.

Twelve light tanks, set up in four stacks of three, anywhere south of the road connecting hexes 0104 and 2304.

Twelve strength points of infantry, as follows: Four *marine* squads anywhere in the blue area, two single or one double squad stacked with any one or two of the howitzers, and one triple squad each at 1408 and 1508 (which, incidentally, is the base area for Groups Iestagrad and Lansky).

The Paneuropean installation (Station Andropov) is represented by three counters in the town hexes at 0304/0403/0404: One represents the reactor; one represents the laboratories and administrative offices; one represents the laser tower. The installation is protected by electronic and optical jamming; the Ogres cannot tell which unit represents which part of the complex until they come close. (The Ogre player does not know which is which when play begins – see Special Rules.)

The Combine player gets three Ogres. Icepick Leader is a standard Ogre Mark III; Icepick Two and Three are obsolete (but still dangerous) Mark II units, with characteristics as follows: one main battery (4/3; D4); two secondaries (3/2; D2); six AP (1/1; D1); and thirty tread units (starting speed of 3, reduced by 1 for each ten tread units lost). (The D2 defense for Mark II secondaries is *not* a typo. Mark IIs were underarmored.) The Ogres may set up to the south (anywhere within five hexes of the edge of the map); to the east (any hex on the east edge of the map, but not north of 2308), or both. The Ogres may not be stacked. The Ogre player moves first. Note that, until the Ogres leave the water, they travel at the standard underwater movement rate of one hex per turn, but may not be attacked except by HWZ and MHWZ fire (at half strength) and by marine battlesuits.

SETUP SEQUENCE

1. The defending player sets up Batteries Olga and Nadia, G.E.V. Group Iestagrad, and all the "regular" infantry.

2. The Ogre player studies the map and then *writes down* where he wants his units to enter. He does not show this to the defender yet.

3. The defending player sets up the rest of his units within the limitations above. A howitzer may go anywhere but swamp; mobile howitzers and other units may even set up in swamp.

4. The Ogre player puts his units on the map and makes his first move.

VICTORY CONDITIONS

Ogre total victory: Destroy all three units of Station Andropov and get at least one Ogre back off the south edge of the map, *or* destroy all three units of the station and the town hexes at 1408 and 1508.

Ogre major victory: Destroy all three units of Station Andropov, *or* destroy the laser tower and one other unit and get at least one Ogre back off the south edge.

Ogre marginal victory: Destroy the laser tower.

Defender marginal victory: Preserve the laser tower.

Defender major victory: Preserve the laser tower and the reactor, *or* preserve the laser tower and eliminate all three Ogres.

Defender total victory: Preserve all three units of the station, *or* preserve the laser tower and the reactor while eliminating all three Ogres.

SPECIAL RULES

Detection: The defending player does not find out which type (Mark II or III) an Ogre is until it comes on land *or* a marine infantry unit enters its hex at sea.

Bridges: The pier (hex 2013) and the long bridge over the swamp (0409) are both treated like the river bridge at 2013 on the original *G.E.V.* map; each has a defense of 8 against distance attacks. The pier is destroyed automatically by any attack from 1913 or 2013; the swamp bridge is destroyed automatically by any attack from 0408, 0409, or 0410. When either bridge is destroyed, any non-Ogre units on it are also destroyed. Any Ogre on the pier when it is destroyed is dropped into the ocean, and suffers as per Section 8.041 of *G.E.V.* Any Ogre on the swamp bridge when it is destroyed suffers those same ill effects, and is automatically stuck.

Marine battlesuits: The four infantry units that begin the game in the ocean are equipped with *marine* battlesuits. Marine squads may attack Ogres while the Ogres are underwater, provided they are in the same hex. Treat this as a normal attack, *not* an overrun. Marine battlesuits move and defend, both on and under water, as though they were on land, and function normally on land. Ogre AP weapons are useless underwater, so the Ogre may not counterattack the marines while it is underwater. Counters are provided for the marine battlesuits.

Ice: The blue map hexes (ice in the story) are treated like water for all purposes. The ice is not thick enough to bear any vehicle except a G.E.V., and melts whenever combat occurs – so it *is* water, for all practical purposes.

Station A: The defending player puts the reactor, laser, and admin counters in hexes 0304, 0403, and 0405 – one per hex, in any combination, with the "Station A" side up. The Ogre player learns which hex holds the laser tower after the tower fires on the Ogre once; other station counters are turned over when an Ogre approaches within six hexes.

The Laser Tower: This is a super-heavy laser, designed to knock down incoming missiles. It pulses several times a minute.

For game purposes, the tower has two attacks per turn, each of strength 2, which can *not* be combined with each other or with any other attacks. The tower can attack *any hex on the map,* but cannot hurt an Ogre underwater.

The laser also has a chance of knocking down an Ogre missile in flight during the Ogre's attack phase. When an Ogre missile is fired, the tower may attack it with one or both pulses; a roll of "6" will kill the missile. These attempts come off the laser's attacks next turn; for instance, if it fired once against an Ogre missile, it would have only one attack on its next turn.

If the laser is reduced to 30 structural points (see *Building Damage,* below), it will not be able to fire for the rest of the game.

Building Damage: The "command posts" in ***Ogre*** and ***G.E.V.*** are relatively small buildings or trailers. Even those with a defense strength of D2 or D3 depend mostly on ECM and a few feet of earth for what defense they have. A "real" building, built of steel and concrete and sheathed in its own BPC armor, is much sturdier. On the other hand, it's also a bigger target. Each building has a set number of "structure points": 60 for the reactor building, 40 for the laser tower, 20 for the admin building. These can be reduced either by gunfire or by ramming. When a building's structure points are reduced to 0, it is destroyed. (A special note: When the laser is down to 30 SP, it will not function for the rest of the game.)

AP weapons have no effect on large buildings. All other weapons automatically hit if fired at a building within range, doing twice their rated damage in normal attacks, or four times rated damage in overruns. Thus, a main battery, with an attack strength of 4, would do 8 SPs of damage in a normal attack, or 16 SPs in an overrun attack. Should a scenario call for infantry or armor units to overrun buildings, those weapons also have doubled effect.

Structure points can also be eliminated by ramming, if an Ogre or other unit overruns the building hex. An Ogre rams a building as though it were ramming a "larger" Ogre (see ***Ogre***, Section 5.034). Thus, any Ogre loses five tread units each time it rams a building. The damage an Ogre or other unit does to a building is governed by its own size, as follows:

Mark VI: seven dice
Mark V, IV, Fencer: five dice
Mark III: three dice
Mark II or G.E.V.: two dice
Mark I or Heavy Tank: one die
Infantry or other units: no dice

Note that in each case Ogres do one more die of damage against a building than they do when ramming other Ogres. A Heavy Tank, like a Mark I, has 15 tread units; it can ram a large building three times before ruining itself. A G.E.V. can only damage a building by ramming it at full speed – which, of course, destroys the G.E.V. as well. Other units cannot do significant damage to a "real" building by ramming it.

Notes on overruns: It costs an Ogre one movement point to make an overrun attack. Therefore, an Ogre with one MP can make one overrun in the hex it enters, *or* the hex it starts in. An Ogre with three MPs left, that started in the same hex with the target building, could make three overrun attacks (not four – the road does not matter). *Each* overrun attack may include two fire rounds against the target building and (if desired) one ram. Thus, if an Ogre with even one functional weapon gets into a hex with a building, that building is probably lost. Even if the Ogre has no weapons, it may grind the building to gravel.

Variant Scenario:

Eliminate Icepick Three from the scenario, leaving one Mark III and one Mark II. However, both these Ogres now have "self-destruct" capacity as per the ***Ogre*** rulebook (Section 8.05). A building in the same hex with a self-destructing Ogre is destroyed; one in an adjacent hex takes six dice of damage, and one two hexes away takes two dice of damage.

SG

CLUSTER

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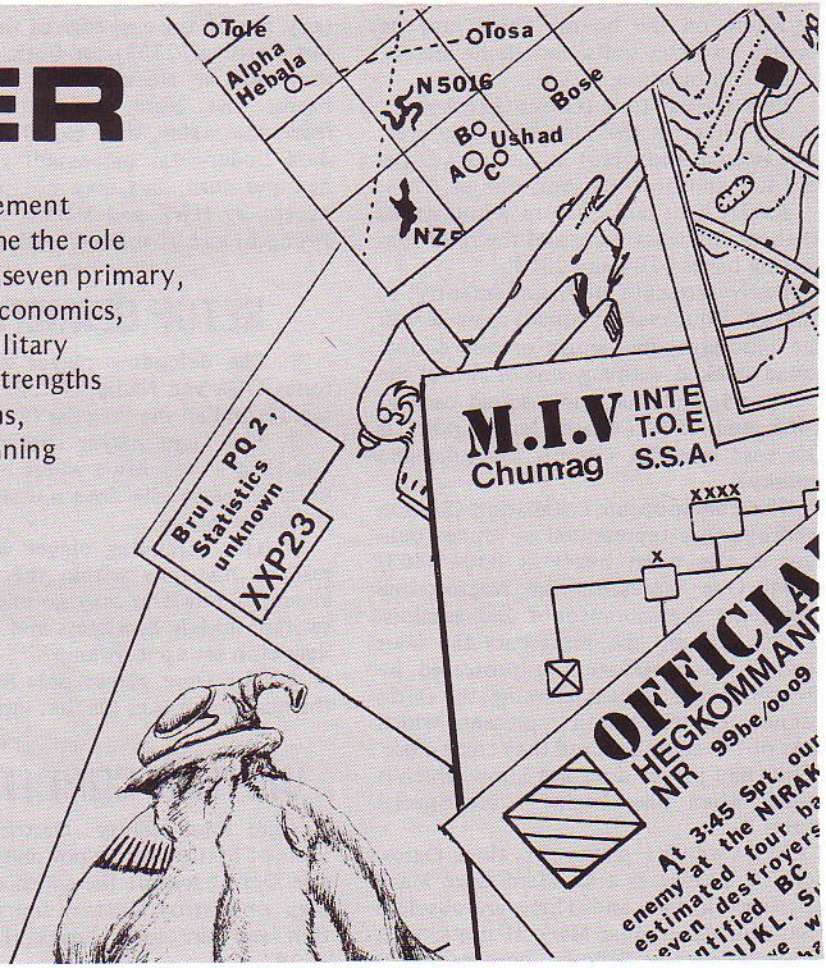

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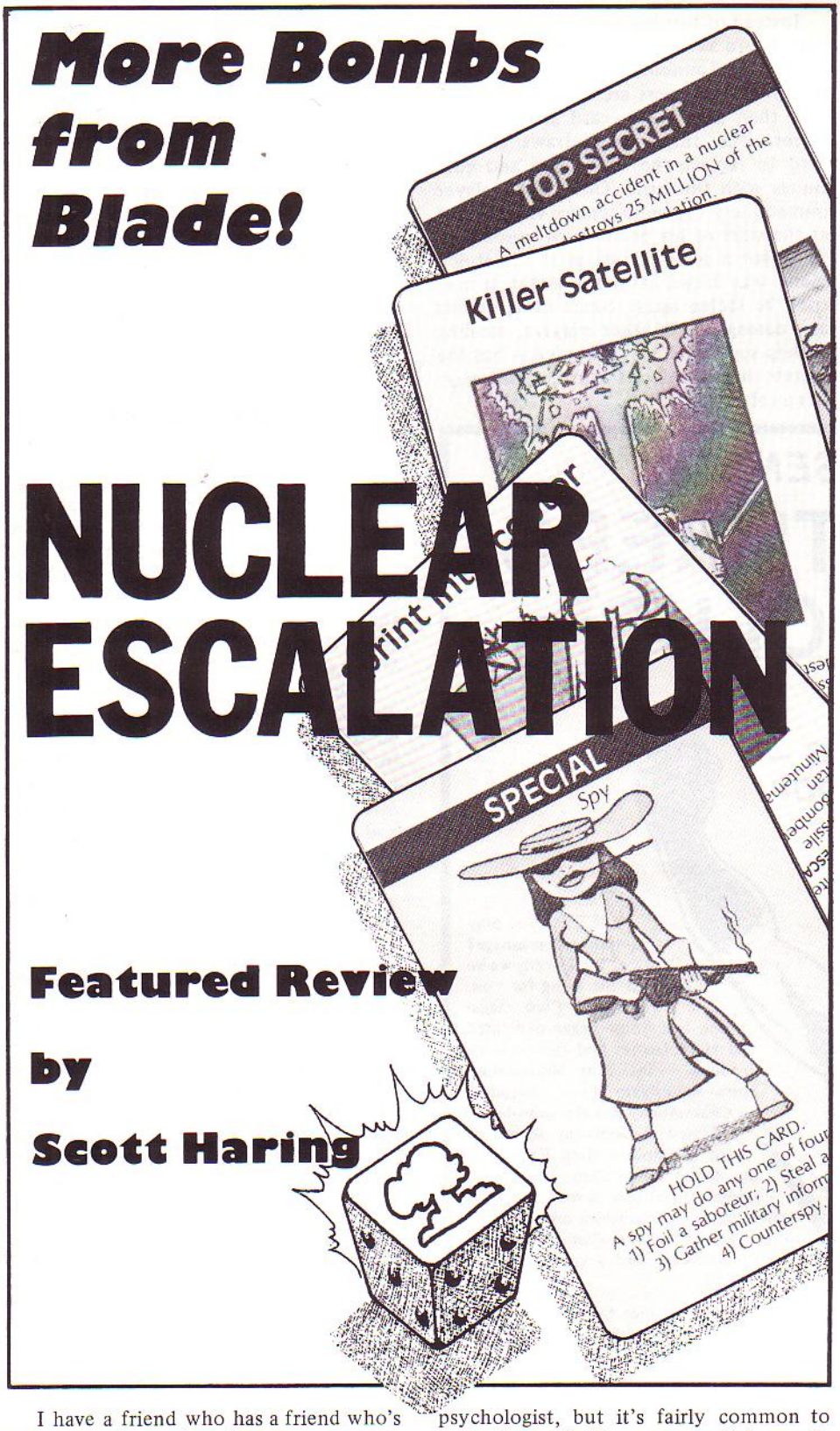

Featured Review

by

Scott Haring

I have a friend who has a friend who's active in the nuclear freeze movement. Well, to say active would be understating it – she chains herself to the gates of military installations to protest the proliferation of nuclear arms. Anyway, this woman is simply aghast that my friend would dare play a game like *Nuclear War* or its new sequel, *Nuclear Escalation*.

Despite increased nuclear anxiety, despite *The Day After*, despite friends who say, "How dare you?" *Nuclear War* remains a popular game. Why? I'm no psychologist, but it's fairly common to make light of things over which people feel they have no control. Of course, it helps that *Nuclear War* is a good game – easy to learn, quick to play, and a good deal of fun.

The technology of the arms race has come a long way since Doug Malewicki first introduced *Nuclear War* in 1965. The classic old game (now published by Blade/Flying Buffalo), with its Polaris, Atlas, and Saturn missiles, has grown out of date.

Enter *Nuclear Escalation*, a 1983 Blade release. It's an updated *Nuclear War*, using hardware from today's headlines and some special rules and options that will keep the game fresh play after play.

In some ways, *Nuclear Escalation* is just like *Nuclear War*. Play is the same, with each player placing two cards face down but only revealing one per turn – locking the player into a strategy that may turn out to be useless. Propaganda works the same way as in the old game, and the warheads come in the same varieties (in fact, the propaganda and warhead cards are identical to those in the first set).

The first big difference in *Nuclear Escalation* is the updated delivery systems. Now you can blow your opponent off the map with a Minuteman, Titan, B-1 Bomber, or the dreaded MX Missile. And instead of the beloved spinner, *Nuclear Escalation* features a glow-in-the-dark six-sided die with a little mushroom cloud in place of the "1".

After each attack, the "Radioactive Fallout" die is rolled. On a two through six, that many millions of people are killed in addition to the basic number annihilated by the various warheads available. On a one, the attacker must roll again and consult the "Misfunction Chart." Results range from accidentally hitting one of your own cities to hitting an enemy's nuclear power plant (double damage and lose a turn).

Nuclear Escalation also features a number of special cards that add some complexity and a lot of variety. A Space Platform, for example, can give a player an extra attack. The attacker turns over the Space Platform, places up to 100 megatons of warheads face down behind it, and then attempts to launch it. Any roll other than one on the Radioactive Fallout die means a successful launch. If the launch fails, all the warheads go away with the lost platform (and the player must commit the warheads *before* rolling the die). Once up in orbit, however, the attacker may turn over one warhead per turn and drop it on any opponent in addition to a regular attack.

Once up, the only thing that can stop the Space Platform is the Killer Satellite. Once in orbit, the Killer Satellite will knock out a Space Platform on any roll other than a one.

Another new feature, the Cruise Missile, moves around the table until the player who launched it decides to drop it on whoever is under it at the time. If it makes it all the way around the table and the owner fails to drop it (through threat, neglect, or stupidity), it lands on the owner.

Even the Secret cards are updated. "Your Secretary of Culture declares punk rock illegal," one says. "Angry rockers surround your capitol and close off the government. You lose one turn." Other

cards deal with radiation poisoning from television sets, food poisoning after eating too much fast food, and radiation from Venus reanimating dead population.

Spy Cards

One of the best twists in *Nuclear Escalation* is the new "Spy" cards. Spies can do a number of useful things, like let you see all the down cards of one opponent (though not the ones in the opponent's hand), foil a saboteur (a special card that automatically ruins a missile launch attempt), or steal opponents' secrets.

Instead of turning over a Secret or Top Secret card as soon as it is drawn, a player must instead announce, "I've got a secret." If any other players are so inclined, they may then play a Spy card and steal the secret. The first player draws another card to replace the stolen one and continues with the turn. The second player immediately draws to replace the spy and at the start of his or her turn announces, "I've got a secret," just as if the stolen secret was drawn at that moment. It may then be stolen again. Since most secrets are damaging to other players, stealing secrets sounds like a good idea – but the secrets that *do* affect the owner are *nasty*. It's a calculated risk.

Blade did a good job making the famous "Supergerm" a sort of mascot for the original ***Nuclear War***, and they're trying again with *Nuclear Escalation*'s Supervirus, named "Skippy" in the company's ads. The Supervirus kills only one to six million people per turn, but it sticks around, moving from player to player each turn! There's only two ways to get rid of it – either play the "Superserum" special card, or nuke a player out of the game while the Supervirus is in that country. This makes weak players who hold the Supervirus tempting targets.

Combination

Nuclear Escalation is a perfectly good game all by itself, though obviously very similar to the original. The real fun, though, comes when the two games are combined. Blade intends for the two games to be played together – the ***Nuclear Escalation*** cards are the same size as the *Nuclear War* cards, and even have the same design (and the words, "Nuclear War") on the back.

The combined game is easy to set up. A few propaganda cards should be removed for play balance (this is all explained in the rules sheet), and the rest of the cards shuffled together. Players use the *Nuclear War* spinner after each attack, and can then risk using the Radioactive Fallout die as well. If a good result is obtained on the spinner, many players will skip the extra risk, but taking silly chances is part of the fun of the game . . .

The components of the game – population cards, missile and warhead cards, strategy mats and the die – are of the same high quality as in the original *Nuclear War* set. The rules are concise and well-written. There are some good, solid ideas here; I'm sorry that no designer is credited – Blade says it was a group effort.

There are a number of neat optional rules, too. My favorite is the "If I Can't Win, Everybody Dies" rule. If a player making final retaliation after being eliminated has the 100 megaton warhead but no launcher to carry it, that player can set off the warhead at home, hoping to get "Triple Yield" on the spinner and thus destroy the entire solar system.

So if you can laugh in the face of potential nuclear conflagration, *Nuclear Escalation* is not only a cute little game in its own right, but it combines with *Nuclear War* to produce a killer (pardon the expression) game that is a definite improvement on the original.

NUCLEAR ESCALATION (Blade/Flying Buffalo); $12.95. No designer listed. Components include a rules sheet, 108 playing cards, 40 population cards, four strategy mats, a six-sided glow-in-the-dark die; boxed. Two to six players; playing time one hour. Published 1983. **SG**

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UNDERHANDED ILLUMINATI

The World of Hackers, Plumbers, and Moles

by Steve LaPrade

"It's a game of world conquest – not by guns or missiles, but by stealth and guile." – Comments on ***Illuminati*** *in the Summer 1983 SJ Games Catalog.*

Illuminati won the award for Best Science Fiction Game at Origins, 1983. It's a good game, and a sneaky one. But, sneaky as it is, it can be made even sneakier by incorporating some elements of real-world intrigue. Here are three additions you might want to try, either separately or, if you're feeling really nasty, all together.

Hackers

These are characters with computers who try to tap into other computers. (Think of the kids in the movie *War Games*, or the television program *Whiz Kids.*) In ***Illuminati***, Hackers are used by Illuminati groups to tap into their opponents' banking computers. Having tapped in, a player can "transfer" all that group's funds to one of his own. Here's how Hackers work – at the end of his or her turn, a player announces a "Hacker attempt," and writes down which opponent and group will be the target of the attempt. The "hacking" player then rolls 2d6. On a roll of 6 or less, the Hacker attempt succeeds. It fails on a roll of 7 or more.

If the attempt fails, that's the end of it.

If it succeeds, the Hacker reveals the identity of the opponent and group attacked (by showing opponents the paper on which the target's name and group were written) during the Hacker's turn – *two rounds later!* In other words, the hacking player announces which of his or her groups tapped into which opponent's banking computer. After this announcement, all of the money in the target group's bank is shifted to the attacking group, as the funds are electronically siphoned from one bank to another.

Hackers add tension to the game, particularly in the two rounds between the successful Hacker roll and the revelation of the target group. Would-be victims (and with more than two players, no one can know for sure *who* the intended target is) may try to shift funds out of *suspected* target groups. In other words, they can try to empty the treasury of a group they *think* is the intended target of a Hacker attempt. Hacking players, of course, may take this into account when planning their attack, picking a money-poor group on the assumption that money will be shifted from a rich group to a poor one as opposing players desperately try to second-guess the Hacker.

As far as strategy goes, it usually makes more sense to try a Hacker roll late in the game when a target has several groups and can't shift all of his or her money to an Illuminati group in time to avoid the Hacker attack.

Notes. Illuminati groups *cannot* be attacked by Hackers. No more than three Hacker attempts can be tried per player in a two-player ***Illuminati*** game, and experience indicates a limit of two per player may be best for multi-player games.

Plumbers

You remember Richard Nixon's old cohorts, his not-so-sneaky surveillance team? Well, these guys are like Tricky Dick's bunch only more professional. Where Hackers deprive a group of funds, the Plumbers drain a group's power. Plumbers infiltrate opponents' groups and prevent them from attacking.

As with Hackers, Plumber target groups are written down – but with Plumbers, they are written down any time after the targeted group first comes into play. You can keep trying until you succeed. Again, Illuminati groups are immune. The same die roll procedure is used – secretly note the target and make a public roll (success on 6 or less, failure on 7 or more).

Resolving Plumber attacks differs in one important aspect from Hacker attacks. Hackers reveal themselves after two turns, Plumbers stay out of sight until called upon. When an *opponent* attempts a takeover, destruction, or neutralization with a Plumber-infiltrated group, the Plumber's owner reveals the infiltration. This blocks *all* participation by the target group – in the form of power or money – in *any* attack, for one whole turn. Then, having served their purpose, the Plumbers silently slink away.

Example: An Illuminatus announces it will use its Mafia to control another group. An opponent flashes the paper revealing that his plumbers infiltrated the Mafia. For that turn, the Mafia – with all its money, power, and point bonuses – cannot participate or aid in any attack.

Notes: A limit of one Plumber unit per player is suggested (even Nixon had only one). If a player's first Plumber roll fails, he or she may try again on the next turn, and the one after that, at the same or a different group, until the Plumbers succeed in infiltrating an opponent's group.

Moles

Moles are spies, hidden away in a group for years before they are called upon, ready to strike for their true masters at any time. Before the cards are dealt at the beginning of the game, each player draws three group cards and writes each group's name on a piece of paper. These represent groups in which each player has moles. This having been done, the group cards are returned to the deck; the deck is shuffled; regular play begins.

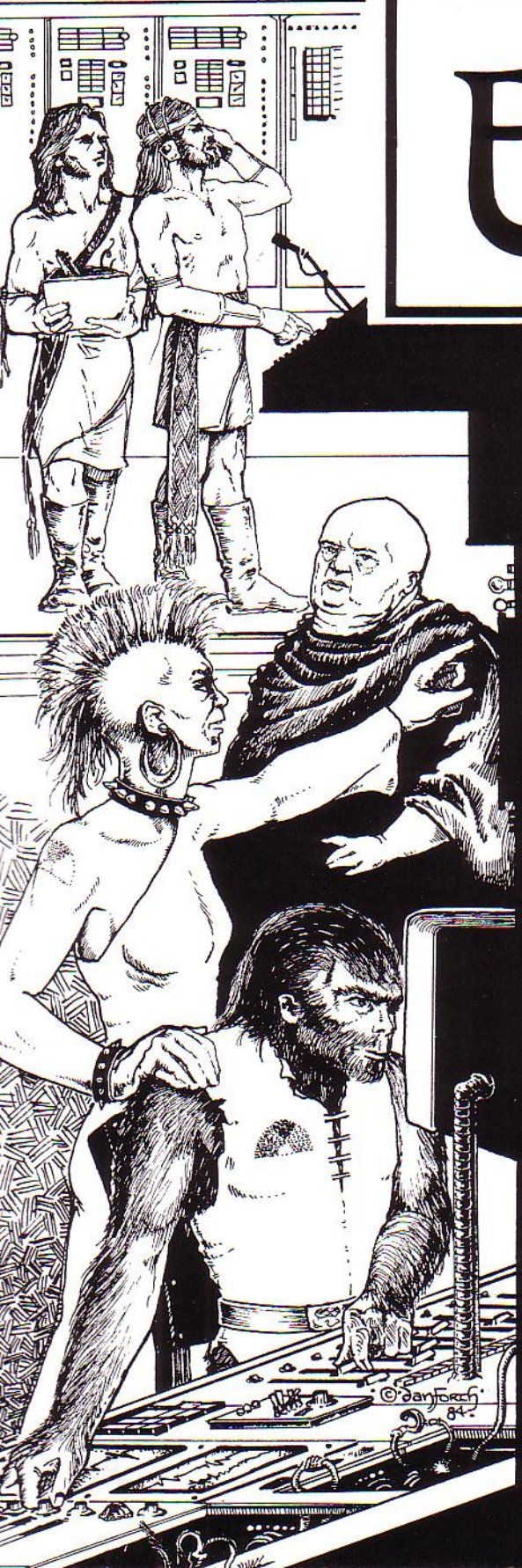
A player who wants to take over an opponent's group (or an uncontrolled group) can pick one in which he or she has planted a Mole. Moles are more deeply rooted than Hackers or Plumbers and are therefore more powerful – they succeed on a roll of 9 or less. Mole procedure is slightly different too; infiltration is revealed, *then* the dice are rolled. A successful Mole – having become a vital part of the organization – undercuts the target's resistance, giving the attacker a plus five (+5) bonus.

Example: The Discordians announce their attempt to take over the Phone Company and reveal that they have a Mole there. They roll an "8"; the Mole's efforts to disrupt resistance succeed and the Discordians get an extra five points of attack strength.

Note: Each Mole can be used only once per game. You can also use your Moles to help out an ally.

Try one or all of these variants in your cutthroat ***Illuminati*** games. Be sure to watch your back! SG

Island of Entellope



I. PLAYER INFORMATION

After "The End of The World"

Deep in the bowels of the earth, beneath thousands of feet of dirt and reinforced concrete, the communications center, Seeker Base Laura, still operated.

The base had seen some changes in the century since the End of the World. The technicians who tended the consoles wore jerkins of animal skins, but a patch of blue and white still adorned their shoulders. The tell-tales and indicators blinked as brightly as they ever had, but the viewplates were fogged with age; wooden, hand-carved knobs and switches substituted for many of the original dull-aluminum controls. There were still sentries at each entranceway, resting in the torchlight with cocked crossbows at hand, but a few peculiarities – yellow fangs, a forked tongue – marked the random wanderings of mankind's genes.

Yet, in some ways, Seeker Base Laura never changed. It was still cold, the air was still musty, and massive concrete bulkheads and heavy buttresses made it impossible to forget the unimaginable weight of rock between the manmade cavern and the surface.

A diode flashed orange and a technician leaned into his headphones. His Indian-brown hands held the headset tight against his ears. His bared chest swelled as he sucked in and held his breath. "Omanri, I have a signal."

"Nature?" demanded Omanri, an amazon with a steel-gray mohawk. She was the com center duty officer.

"Not sure." The technician's fingers adjusted one control, then jumped to a bank of toggles. "Not standard. Not digital. It has a visual component."

Omanri turned toward another technician. "Janess?"

"Tracking," said the young technician, shifting her hands along the keyboard to draw on the meager power of Seeker Base Laura's aging solar array.

"Locked on!" shouted the Indian tech.

The main viewplate danced with gray motes, then steadied. A stunningly beautiful young girl – in an obviously intact communications facility – appeared on the screen. Automated status diodes and digital displays flashed in the background. The girl wore a black halter top decorated with military-style insignia. Her lips were moving.

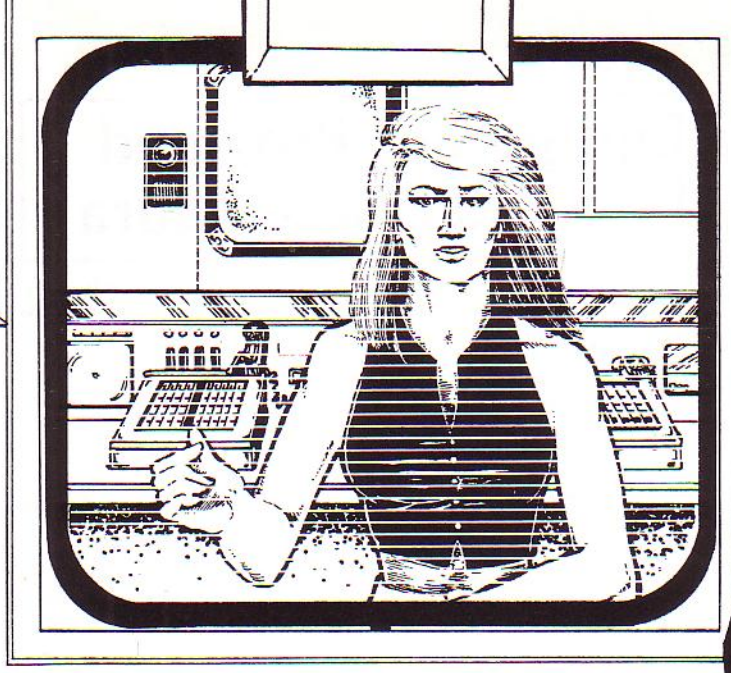
"I want sound!" Omanri barked. "Jersal! Signal origin?"

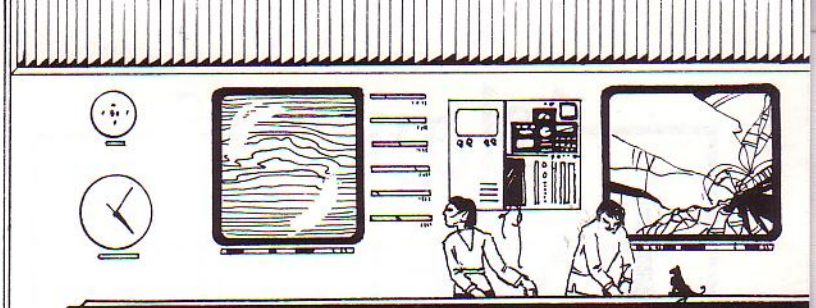
A pendulous fat man nodded at a display screen. "Western North America."

"You have sound," said Janess.

A calm, precise contralto penetrated the whistle of fallout static.

"– held prisoners. There are several hundred of us – male and female – in good health and well cared for. We need assistance –"





by W.G. Armintrout

developed by Warren Spector and Christopher Frink

Playtesters: David Chadwick, Rich Davis, Valerie Durrant, Michael Shane Dustin, Tracy Dustin, Paul Epperley, Scott D. Haring, Bill Jackson, Mike LaGrow, Darby Levenhagen, David Noel, David Potter, Paul Potter, Sean Summers, Eric Swallie, and Mike Wedemeyer.

"Give me two-way communication," ordered Omanri. She grabbed her microphone. "Can you hear me? Can you hear me? This is Seeker Base Laura."

The unknown girl continued to speak. "They mean to sell us, one by one, into slavery. I don't know my location, so I can't guide you to our position."

Omanri glared at the fat man. He shrugged. "Way out there somewhere, beyond known territory. I can't pinpoint it."

Janess shook her head. "No response to our transmission."

"Damn!" said Omanri.

"If you can hear me," the girl continued, "we could use assistance. We have no weapons, but we're willing to fight –" Her voice was drowned out by the sound of something splintering, and a man appeared in the room with the strange girl. He had a great flowing beard, a piece of metal over his left eye, and an iron spike where his right hand should have been. The gun he held was huge and primitive, but looked lethal.

"Terminate!" he roared at the viewplate. "Terminate!"

The viewplate flickered, and then filled with gray snow. Omanri's eyes remained on the screen. "Fiends. Selling young men and women – children, really – for pieces of gold."

The fat man waved a piece of paper in the air. "I may not be able to tell you where she is, but I can tell you what direction the transmission came from."

Omanri looked at him thoughtfully. "It might be possible to use a signal tracer and follow that transmission to its source and help them. Who's game to cross uncharted territory on a rescue raid?"

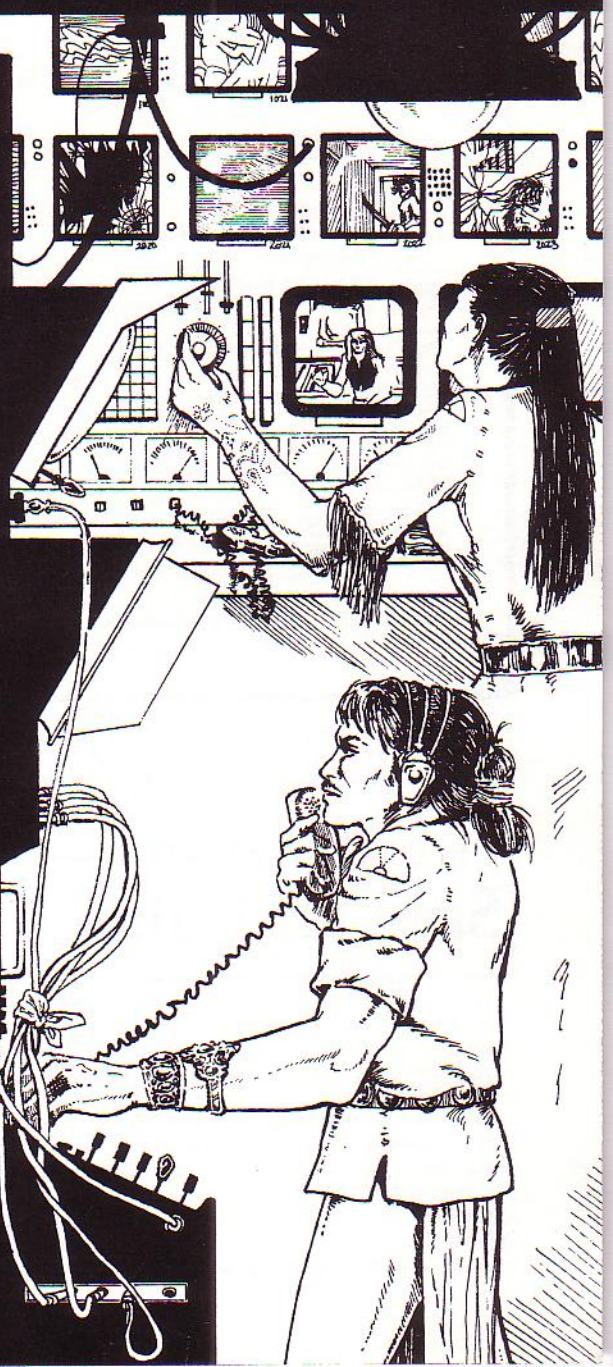
◆ ◆ ◆

You were in Seeker Base Laura's communication center when the mysterious transmission was received. You volunteered to join the rescue expedition. Your gamemaster will supply you with:

(a) equipment donated by the Base;
(b) the equipment you already own (you may bargain with the GM on this point);
(c) a horse, if you want one;
(d) and the all-important signal tracer (as well as instructions on how to use it).

◆ ◆ ◆

THE FOLLOWING MATERIAL IS FOR THE GAMEMASTER'S USE ONLY. IT WOULD BE THE HALLMARK OF HYPOCRISY TO READ FURTHER AND THEN PLAY *ISLAND OF ENTELLOPE*.



Island of Entellope

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THE FOLLOWING MATERIAL IS FOR THE GAMEMASTER'S USE ONLY. IT WOULD BE THE HALLMARK OF HYPOCRISY TO READ FURTHER AND THEN PLAY *ISLAND OF ENTELLOPE*.

II. GETTING STARTED

Special Rules

This adventure was designed with the *Aftermath!* rules in mind. If you play with these rules, pay particular attention to the sections on medicine, black powder firearms, riding horses, and riding bicycles. Even if you don't play *Aftermath!*, you may want to pick up the rules just as a sourcebook for adventure information.

But what if you play one of the other role-playing games in this genre – *Gamma World* from TSR, *The Morrow Project* from Timeline, or any other game? We've tried to describe things in terms so generic you can make conversions to your own game system. For those without the *Aftermath!* rules, the only stickler might be how to handle the black powder firearms used by many characters in *Island of Entellope*. We have provided a quick run-down of such firearms in generic terms below.

Equipment Provided by Seeker Base Laura

Roll 2d6 once per player. The Base has only one of each of the following items unless otherwise specified. If a player rolls an item the Base no longer has "in stock," allow that player to roll again.

2– no equipment
3– baseball bat (autographed by player of GM's choice)
4– rechargeable battery cell (Base has four)
5– medical kit
6– electric whip – does double normal damage (Base has two)
7– infrared binoculars – no minuses on spotting rolls in dark (Base has 2)
8– conventional grenade
9– solar-powered psychedelic shirt – requires a fairly substantial minus on reaction rolls (the shirt is ugly) but offsets this with a slightly less substantial defensive bonus (the wearer becomes harder to hit)
10– energy knife – does double normal damage (Base has two)
11– plastic explosives kit
12– roll twice more on this chart

Personal Equipment

Best Weapon Available

Chances are very slim that anyone living in this post-holocaust world would have super-high tech weaponry. Each player should roll 3d6 twice to determine his or her best available weapons. Feel free to negotiate with your players on this score. If you really want them to have that laser pistol, go ahead and let them have it. Daggers are always free.

3– .22 cal. semi-automatic pistol
4– two-handed sword
5– hand axe
6– sling
7– spear
8– war hammer
9– mace
10– battle axe
11– short sword
12– "half-moon" polearm
13– club
14– longbow
15– long sword
16– shovel
17– lance
18– .357 magnum revolver

Note: Players with the .22 or .357 should note that these are very old weapons. There is a 50% chance that the gun will fail to fire on each shot. Note also that ammunition is limited to six shots for the .357 and ten for the .22. Again, feel free to negotiate on this score.

Best Armor Owned

As with weaponry, little high-tech armor remains. Unless you want to haggle with players, roll 2d6 once per player on the chart below to determine the best armor each player has available.

2– no armor
3–4– shield
5–6– animal furs and skins
7– animal furs and skins, and a shield
8– armor woven from tough, mutated plants
9– pieces of shell from a large mutated animal
10– armor woven from tough, mutated plants, and a shield
11– cured hide armor and a shield
12– primitive metal armor (platemail, chainmail, ringmail)

Horses

Any player who desires a horse will be provided one by Seeker Base Laura. Whether they need one is entirely a function of their starting location as determined by the gamemaster. Their journey may involve crossing a continent, in which case a horse would be most desirable. On the other hand, their journey may be a short one. In any event, the players will have no idea how far they will have to travel before

they reach the source of the mysterious transmission. This being the case, players shouldn't be told whether or not they'll really need a horse. Let them guess.

The horses provided by Seeker Base Laura are mutated, having these unusual features:

– *Six legs – three to a side.* This makes them extremely sure-footed but slower than normal horses when running. They cannot rear back and attack with their forehooves. The only form of attack these horses have is their bite – which they will use against anyone attacking them or their riders.

– *An unerring sense of direction.* These horses cannot get lost. This, of course, assumes they know where they're going in the first place or if you simply want to head in one direction (north, for instance) and one direction only.

– *Extremely potent sense of smell.* They will become uneasy when they smell something unfamiliar.

The Signal Tracer

One of the player characters will be given custody of the Signal Tracer. This device – an aluminum box the size of a cigarette carton, with a telescoping antenna and red indicator light – responds to a signal broadcast from Seeker Base Laura in the direction from which the mysterious transmission came. As long as the characters travel in that direction, the light will blink (assuming the tracer is on and the antenna extended). Otherwise, the light will not blink. The tracer will keep the party within five miles of the correct path.

Remember: The signal tracer keeps track of the relative position of the party from Seeker Base Laura. It does not give them any idea how near (or far) the captives are.

III. THE WORLD OF *ENTELLOPE*

Seeker Base Laura

Seeker Bases were established all around the United States only a few years before the End of The World. Men and women from all fields and ethnic groups banded together and created huge underground facilities, with the express purpose of surviving the devastation they saw as inevitable. These men and women were concerned with preserving the best mankind had to offer in fields as diverse as technology, art, and government. After the war, the Seeker Bases earned their names by seeking out other survivors. They were sworn to prevent mankind from slipping back into barbarism. The idea was a good one, but the execution left something to be desired. The Seeker Bases were designed for survival – not heavy construction and repair work. It was realized too late that upkeep on the Seeker Bases would be a continual and ever-increasing problem. By the time this adventure takes place, much of the Base's equipment has fallen into disrepair. This explains the lack of high-tech weaponry at the Base.

The mission of the Seekers continues unabated despite the equipment problems. The Seekers monitor the airwaves constantly for radio and television signals; they pride themselves on their record of freeing the downtrodden from slavery or barbarism. Many survivors of what came to be called the "End of the World" were brought to Seeker Bases and joined the Seekers in the furtherance of their cause. The players, for reasons of their own (reasons they should have worked out before beginning this adventure) are among those who have joined the Seekers at Base Laura.

The Sea of Deseret

The End of the World was not kind to Utah. Repository of a nerve gas arsenal, home of the Air Force and Army test ranges and a missile manufacturing center, it was hit hard. Civilization collapsed. In the past century, the old Salt Lake has grown into the angry gray Sea of Deseret. And, as rain fell in the desert, forests grew.

The Sea of Deseret and the area around it is about to be the site of a major battle. From the north, in the vicinity of present-day Pocatello and Idaho Falls, the strange descendants of the modern-day Mormon Church – now the barbarous Mormen Empire – are preparing to march south. They regard the "sacred sea" and the lost City of Salt as their homeland; they may have sufficient technological might to take it. Their base of operations is Port Brigham, on the Malad River. There they have built a stockade ringed with cannon and are completing a war fleet.

Their primary ally is the Barony of Logun, a feudal lordship in the mountains. But the Baron of Logun is in the alliance only for self-protection, to keep the Soldiers of Brigham from occupying his own fiefdom. The Baron's strength lies in his one local resource, the Library of Logun (the remains of Utah State University).

Currently ruling the Sea of Deseret, with a tiny-but-efficient fleet of galleys and sailing ships, are the Jackers – a cutthroat band of gangsters and outlaws. They control what little trade remains on the waterways; they exact taxes on coastal communities; they indulge in occasional raids. In general, the Jackers act like the pirates they are.

Allied with the Jackers are the Ormlanders, a league of farming villages centered about Lake Orm, southeast of the Sea. The Ormlanders have a good militia but are hemmed in by the depredations of the Wazit mountain tribes; they get along well enough with the pirates. Fearing the Mormen might, they oppose the expansion of the Empire to the Great Salt Sea.

To the south is the Land of Sarah, a loose council of four communities led by an evangelical prophetess – The Sarah. Her followers believe in prosperity through wealth and greed, and cheating the outside world to get ahead. They are the key link between the Ormlander/Jacker alliance and the fertile lands of Khalif Orni to the southwest. Thus, the Sarahites are allied with whoever will keep trade flowing on the Sea – for now, at least, that means the Jackers. The followers of The Sarah distrust the Mormen, but if a deal can be arranged . . .

There are isolated communities in the Deer Mountains, the Valley of 1000 Springs, and off the Weeb River. The Land of the Skull is the home of the Skull Indians, a tribe seldom seen and greatly feared. No trespasser beyond the Mountains of the Skull has ever returned – not a Sarahite trade caravan, not a Jacker raiding foray, not a scholar from Logun.

Geographically, the region is divided into the mountainous east and the forested west. The east holds the high, impassable Wazit Mountain Range, a forbidding snow-capped barrier of rock, home of fierce, nomadic tribesmen who prey on the Ormlanders and the Barony of Logun.

The west is more peaceful, but less settled; it abounds in rounded mountains that are large and mighty but fairly easy to cross. The major landmark in the west is towering Pilot Peak, a mountain that rises at the edge of the Sea as a beacon for all travellers in the area.

To the north is the Black Forest, a beautiful land where forests of black-bark pines fill the valleys and walls of black lava from ancient flows careen unpredictably along the hillsides. This, too, is unsettled land, though the Mormen occasionally patrol it.

The Wendy Islands, in the Sea of Deseret, deserve brief mention. They are marshy, gray, and quite desolate. If anyone lives there, no one from the "civilized" parts of the area knows about it.

About the Map

A dotted line on the Sea of Deseret map on page 19 marks the present-day shorelines of the Great Salt Lake; a line of dashes indicates modern-day state boundaries; solid lines indicate major trade routes (highways, monorails, or whatever you use in your campaign) at the time of the World's End. The route through the Land of Sarah is still used for trade, though how and why this might be so is up to you.

Technological sites are coded by letter, in case you wish to dream up something special for your players:

A. Tooele Army Depot, South Area. Repository of America's nerve gas arsenal, housed in above-ground bunkers. Conventional ammunition was also stored here, as well as military trucks and air transport. In the final days, troops must have been quartered here. Just north is a great crater – an abandoned open-pit copper mine.

B. Dugway Proving Grounds. The proving grounds was a testbed for the country's newest weapons: cruise missiles, laser defense systems, all kinds of artillery and explosives. Gas weapons were tested here as well. The military used the site for desert war games.

C. Hill Air Force Base. Home of a crack fighter wing, the Air Force base was doubtless plastered in the Wars. Still, it emerged relatively unscathed – it was built to be plastered. It was not built to be submerged at the bottom of a resurgent Lake of Salt. Neuf Island was used as Hill's bombing range.

D. Fort Douglas and Environs. At the edge of the Sea of Deseret are the former foothills, where the only unsubmerged ruins of Salt Lake City stand. Located here were Fort Douglas (an administrative army base converted to garrison status and populace control shortly before the End) and the University of Utah, home of an experimental medicine department (cloning, transplants, transmigration of the mind).

E. Morton Thiokol-Hercules. Manufacturer of solid fuel boosters for military use and for the orbital shuttle, their experimental bunkers would be just clear of the seawaters. Another site lies submerged nearby.

F. Desert Test Center. The lower arm of the Sea of Deseret was once a test site for military devices too powerful or sensitive to be tested at Dugway. Experimental drones and projectiles were not infrequently lost in what was then the desert, and such forgotten instruments of destruction – advanced, experimental, perhaps semi-intelligent – now lie on the bottom of the Sea.

G. The Great Ruin. Most of Salt Lake City, once the leading city in the Utah/Idaho/Wyoming/Nevada region, lies at the bottom of the Sea. Among its lost structures are an operational commercial spaceport, many high-tech industrial complexes, the naval mapping institute, and a host of Mormon shrines.

H. Sundance. Robert Redford's ski resort was once located here, as were many other interesting sites – Timpanogas Caves, Bridal Veil Falls (with a tramway which may or may not be in working condition, at the GM's discretion), many picnic grounds, and scores of ski resorts, for example. Condominiums of the rich also remain here (uninhabited, unless the GM decides otherwise). The highest mountain tops in the area held broadcast towers for holovision and military communications.

Using This Background

As gamemaster, you may locate your Seeker Base Laura anywhere in the continental United States. You would probably do best, however, to locate it in an area with which you and your players are familiar – your local area, for instance. The players will follow their signal tracer from Seeker Base Laura (wherever you decide to put it) to the Sea of Deseret in Utah. The exact location from which the players approach the Sea will, of course, vary from player group to player group. In some cases, players may have to make a very long transcontinental trek.

To assist gamemasters, we have provided a series of encounters on the trip from the Seeker Base to the Sea of Deseret. These are described in the next section of ***Island of Entellope***. In addition to throwing in the scenarios provided, however, gamemasters are encouraged to develop the areas through which their players would likely pass in reaching the Salt Sea. Feel free to expand upon the descriptions offered above. You may want to make provisions for an expanded encounter in the Land of Sarah if your group approaches from the southeast; you may want to develop the brief description of the Barony of Logun if your players start in the northeast. If your players like sea battles, prepare a major sea battle between the Mormen and the Jackers. ***Island of Entellope*** is an outline of an entire world, not just a one-shot adventure. The background provided here is just the beginning. Use your imagination.

Player Characters

Character Generation may be modified as follows:

1. Use the Background table provided with this adventure, rather than the *Aftermath!* Origins Table, or any similar table in your game system.

2. All characters receive initial scores in Post-Ruin Culture, Literacy, and Technology Use (benefits of being involved with Seeker Base Laura), plus one non-firearm combat skill. (Characters may, of course, have more than one combat skill, but they must have at least one.)

3. Gamemasters should limit the skills and devices available to those described in the text of this adventure. Player characters should have little or no experience with firearms, robotics, submarine technology, or computer programming. They could conceivably have some knowledge of solar cells, communications equipment, basic medicine, and fundamental science. As far as armor and weapons go, use the tables provided with this adventure. They were designed to complement the encounters.

4. Mutations can be figured according to the rules of your game system. Use them freely; they can add a lot to an adventure like ***Island of Entellope***. If you want a more systematic way to determine which characters and NPCs are mutated, roll 1d6. On a 1 or 2, the character should be given one psionic ability or mutation (generated according to the rules of your game system); on a 3, 4, or 5, give the character one physical mutation; on a 6, give the character both a physical and a psionic mutation.

Player Character Background. If you wish, you may roll 1d10 once per player to determine the background of each of your players' characters. Though this is not necessary, it does insure that characters will fit easily into the game world in which ***Island of Entellope*** takes place.

1-2 – You lived in the wilds, alone and surviving by your wits, until you met and joined the Seekers.
3-4 – You lived among barbaric nomadic tribesmen before you met and joined the Seekers.
5 – You were part of an outside village or settlement (feudal castle, advanced Indian tribe, warrior band, strange alliance, or other institution) before you joined the Seekers.
6 – You were an orphan adopted by the Seekers at a very young age (1d8 years).
7-10 – You are a descendant of the original Seeker Base Laura personnel.

Special Weapons

Flintlock Pistols: These are referred to as "fire and forget" weapons – once you've fired one, forget about using it again in that combat situation. A flintlock pistol is a muzzle-loader, and looks something like a little cannon barrel mounted on a piece of wood. Using it requires players or NPCs to go through a rather involved series of actions:

1. Swab the barrel. This eliminates sparks and cinders.
2. Load with gunpowder (a process which can be made easier and faster if you use pre-measured powder charges) and ram the powder down the barrel.
3. Wrap the bullet in a patch and ram it down the barrel.
4. Load and ram another patch on top of the bullet.
5. Remove the ramrod. (You could fire the gun with the rod still in the barrel, but the results are unpredictable at best.)
6. Place loose gunpowder in the priming. This powder is ignited by the flintlock, which then ignites the main charge in the barrel.
7. Cock and fire.

There is a basic 20% chance that the powder in the priming pan will go off but the gun still won't fire. Rain and other moisture raises these chances *dramatically*. So does the time the primer has lain in the pan – if it isn't fresh, the gun might "flash" and still not go off. In the case of a fumble or critical miss, the gun may explode. Flintlock pistols lay down dense smoke when fired, particularly if many such guns are used in a closed area.

Cap-and-Ball Pistols: These are six-shot black powder revolvers. The "percussion cap" replaces the loose gunpowder in the priming pan of a flintlock pistol. They are relatively immune to moisture or time, and will misfire 10% of the time. There is a 25% chance that a misfire may cause all unfired cylinders to fire as one.

Animal and Random Encounters

Animal encounter and random NPC encounter charts may be desired by some gamemasters. These we leave to the initiative of each GM. Simply make up your own, or use those provided with your game. We will provide one mutated animal unique to the Great Salt Sea area – the Brine Shrimp.

NAME: Brine Shrimp
HABITAT: The Sea of Deseret.
HABITS: Nocturnal. Attracted to splashing (as by oars) and sometimes even the ripples created by the passage of a sailing ship. Repelled by light. Travel in herds.
APPEARANCE: Dark green. 1.5 meters long. Eight eyes. Poor vision. Two arms and six legs. Constantly beat the water with their legs.
WEAPONS: Surface and instantly attack anything passing by with both claws. If a boat passes within reach, they will attack the boat 75% of the time. The other 25%, they will try to attack any people they can reach. 2 attacks/turn (one with each claw). 75% attack against anything in the water.
Notes: The brine shrimp are the reason ships never sail on the Sea of Deseret by night. They are also the reason Ott Grollister equipped the Esmerelda II, and the underground passage by which it reaches the sea, with bright electric lights.

IV. THE ENCOUNTERS

No matter where you locate Seeker Base Laura, your player characters must go through four scenarios before reaching the Island of Entellope. Drop them into the adventure wherever you need them – but they must be played in the order given.

Of course, you are welcome to add more encounters, random or otherwise. If you want to simulate a cross-country trek in loving detail, who are we to argue?

ENCOUNTER 1:
Death Canyon

LOCATION: In mountains.

SET-UP: As the players cross a ridge of mountains, they discover that the only possible path leads them along an old trail through a constantly narrowing canyon. There is no other way to get through these mountains other than to follow the trail. As the canyon narrows, the players' horses begin to fidget.

SITUATION: The Gray Sun people, a barbaric mountain tribe, have for many generations preyed on travellers in this area. The narrowing path followed by the players opens onto a circular meadow ringed by steep walls. The players enter the meadow through a small gap in the walls. The only exit is a similar gap at the far end of the meadow. When the players are halfway across the meadow, hidden tribesmen will throw a torch into a concealed trench across the exit from the meadow – forming a flaming barrier that will last for 1d10 turns. If the players are on their toes, they may catch a glimpse of two Gray Sun warriors leaving the meadow with torches in their hands after the fire starts. At the same time, a "wall" of spear-carrying Gray Sun tribesmen will fill the gap where the players entered, blocking that exit. (The "wall" is made up of seven warriors and their Chieftain.) Sixteen tribefolk with javelins (eight on each side of the meadow) line the cliff heights. They will pelt the players with javelins at the first sign of hostile actions.

BACKGROUND: The Gray Sun People have a simple form of government – rule by the toughest. Any player character who kills the Chieftain will be proclaimed the tribe's new Chieftain. The player character will remain the tribe's leader until challenged to a ritual duel.

A central feature of this tribe is their religion. In a nearby cave is their Holy of Holies, containing the holographic equivalent of a VCR. They have only one movie cartridge – a holographic adaptation of the 1964 film, *Mary Poppins*. They gather monthly to view this "vision," and have patterned their culture after it.

Clothes worn by members of this tribe are patterned after 19th century England – hide thongs ("ties") around the necks of the men, and hide-and-horn skirts ("hoop skirts") on the women. The Chieftain is known as the "Banker," and is allowed to wear the ragged remains of a suitcoat and fabric tie; he also wears a very weathered bowler hat.

If the Banker is killed by a player character, the tribe will prostrate themselves before their new leader. A particularly brave member of the tribe will remove the sacred suitcoat, hat, and tie from the dead Banker and offer them to the player character.

A player Banker may command the tribe in all ways but two: The tribe will not leave the mountains en masse, and they will not permit interference with their holo-projector. Though the tribe will be patient with any new Banker, if things get bad enough (GMs: use your discretion) they will show their displeasure with raised spears and muttering. If the new Banker persists in violating tribe customs, they will attack.

The Gray Sun people are accustomed to cruelty and violence, and to the notion of being "owned" by their Banker. They speak King's English, with a fondness for phrases like "On sched-yule," "Step in time," and "Life is a rum go, guv'nah." A favorite chant on ritual occasions is "Super! Cali! Fragi! Listic! Expi! Ali! Docious!" (A chilling refrain from savage throats.)

If the players attempt to surrender to the tribe, the tribe folk will take their possessions and then release them on the far side of the mountains. The tribe would just as soon avoid combat, if they can still profit.

TREASURE: In boggy portions about the edges of the meadow, players may find a chest of antique coins, rusted cans containing still-edible food, and a medical kit. In the tribe's cave are the holomax 3D movie projector, the film cartridge, solar batteries and a charger, a rusted-out motorcycle, a spent missile (warhead intact, but no detonator), and a working cigarette lighter.

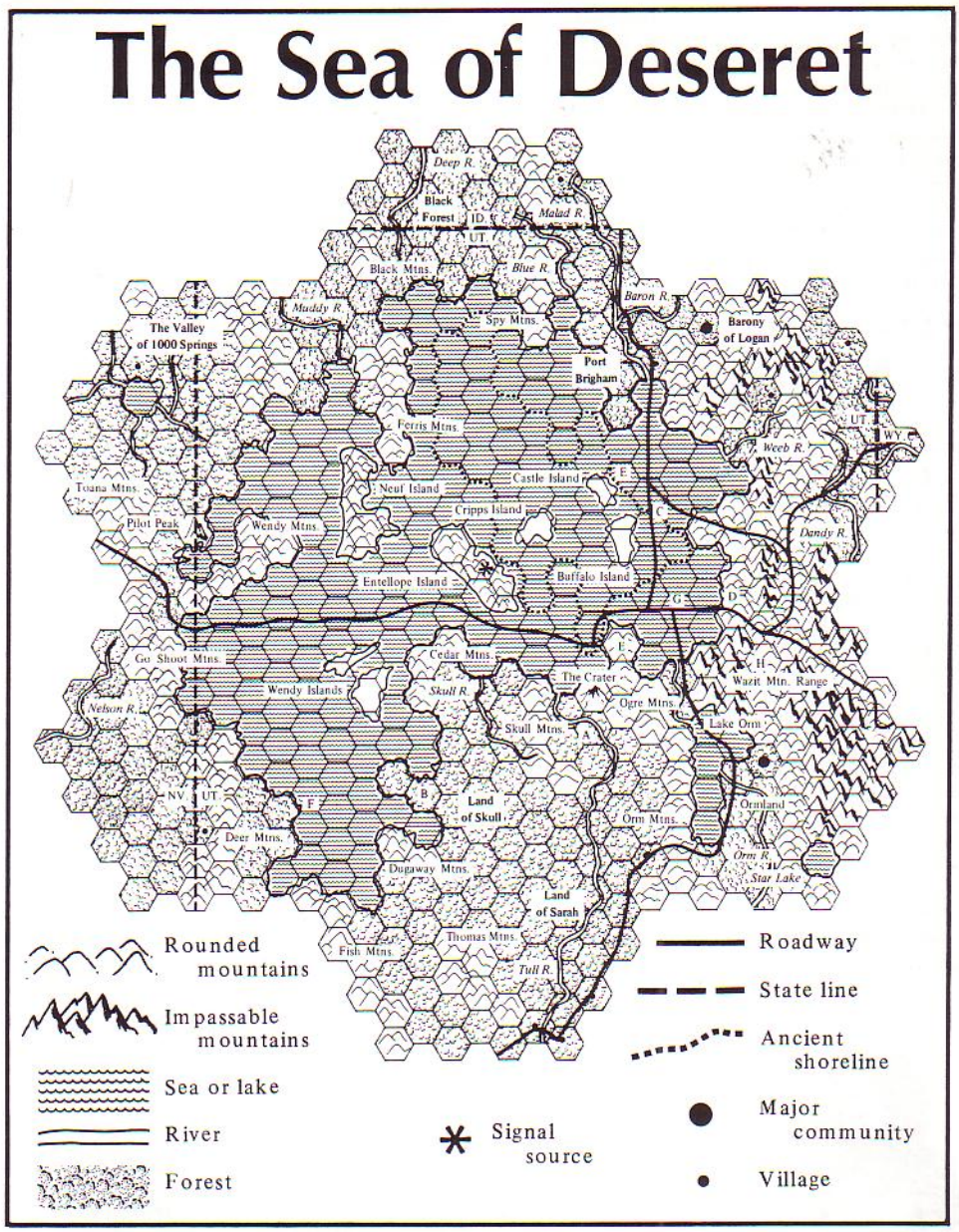
REPERCUSSIONS: If the players kill the Banker and then leave the tribe, the tribefolk will be outraged. The player Banker must be killed to provide a new leader for the tribe. Therefore, for the duration of this adventure, the player Banker will be attacked (when he or she least expects it) by 1-3 Gray Sun warriors.

If the players do not kill the Banker, Bug-Moe, a tribeswoman, will follow the players until an opportunity to confront the players' camp presents itself.

Death Canyon: ***Non-Player Character***

NAME: Bug-Moe

DESCRIPTION: Devoid of such human emotions as love and kindness, Bug-Moe is a smoldering, ambitious young tribeswoman: She will



counterfeit any relationship – friendship, love, whatever – most convincingly, but nothing touches her heart. Bug-Moe is far too cunning and wise in the ways of the forest to be caught by the players should she not wish to be caught.

ACTIONS: Bug-Moe, alone among her fellow Gray Sun people, will follow the players if they fail to kill the Banker. She has gone as far as she can in her tribe, and now hopes for greater power and fame through joining the players. If she is rejected, she will return to the camp at a later date, loot the camp, and attempt to slit the throat of the player she feels rebuffed her. If the players accept her, she will play along with them until the first sign of trouble. At that point she will instantly and viciously turn against them.

ENCOUNTER 2:
Night Camp

LOCATION: Forest or foothills.

SET-UP: It is the first nightfall after the players have spotted the Sea of Deseret. As darkness falls, they notice a campfire just slightly downhill from them.

SITUATION: A cavalry command of the Cossack Women's Socialist Republic, based in Colorado, intercepted the same signal as Seeker Base Laura, and is attempting to locate the captives. The Cossacks have just fought a battle with Slavers, and have been scattered. One cluster of six female Cossacks with horses and weapons has made camp and is questioning a male prisoner (a Slaver, though the player characters have no way of knowing that). This is the camp spotted by the players.

SOLUTIONS: The players may befriend, fight, or avoid the Cossacks, or may simply use this encounter to gather information.

BACKGROUND: In the last days of the world, an elite Soviet paradrop command landed in the Denver area. In the last century, descendants of this group have developed a militaristic matriarchy dedicated to socialism and women's rights.

This group's founding belief is that the old world was destroyed because it was run by men. Men are seen as having two inherent faults: stupidity and cowardice. Women from this culture measure their greatness by mental superiority (as displayed when commanding soldiers in battle) and bravery (as evidenced by a willingness to die for a glorious cause).

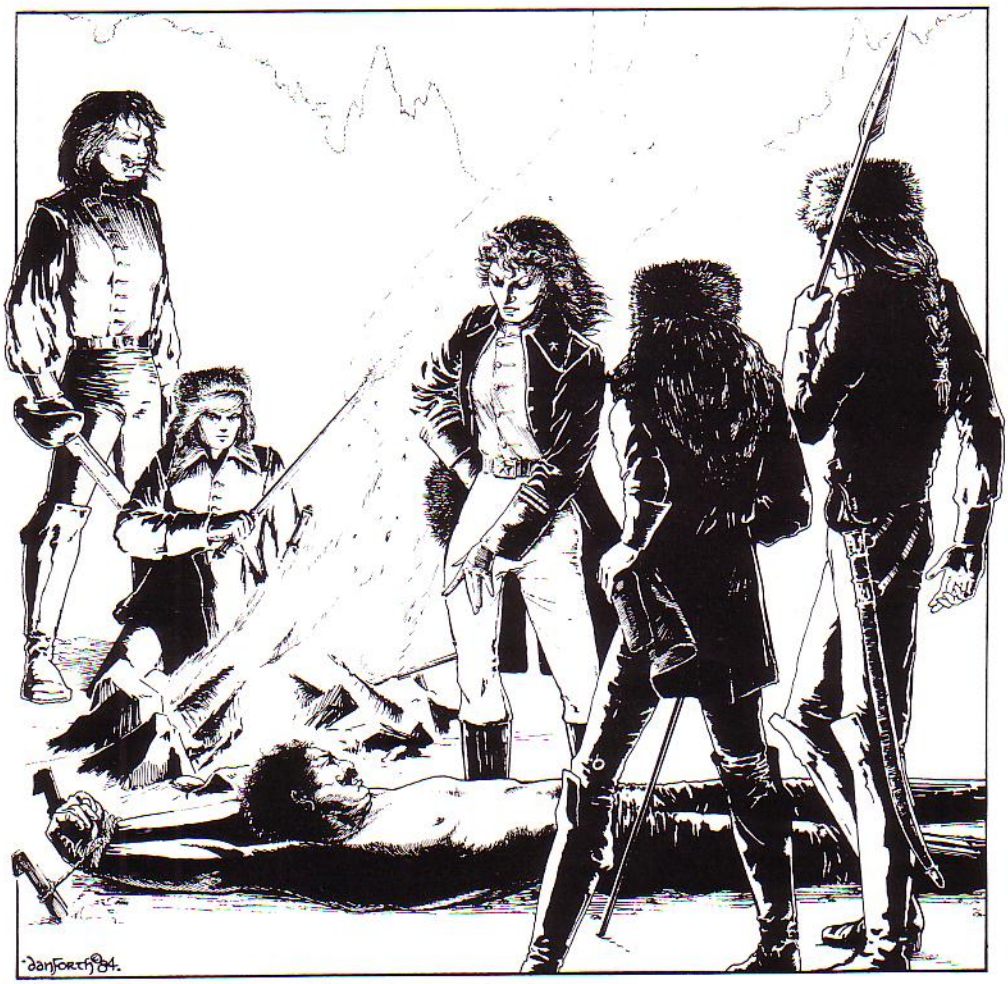
This particular Cossack camp consists of six women: Katrina (a Major), Xenia (a Captain), Olga, Natasha, Alexa, and Irina. All have red hair. They may each be given some form of mutation, if the GM wishes. Each is armed with a cavalry sabre and a pistol (5 plus 1d4 bullets per woman). The pistols are .44 caliber cap-and-ball revolvers and are reserved for truly desperate situations. The Major has a riot-control gas grenade.

Their uniforms consist of black bear-fur berets, heavy blue cloth greatcoats, red blouses, blue pants, and long leather boots. Each also has a large, black, four-legged horse equipped with a finely-tooled saddle and accoutrements. The Cossacks' horses are tied among the trees at the edge of the small clearing. It is possible that the players could stampede them, but these horses are battle-trained and will attack any players who approach them. They can attack with their fore-hooves, and have a stubby horn on their foreheads which they may use as a weapon.

The prisoner – a small, swarthy man with curled moustache – is stretched on the ground between four stakes. The ropes which bind him look painfully tight. Three pokers are heating in the campfire. Katrina stands over the prisoner, barking questions.

Roll 1d6 to determine what the players hear if they eavesdrop. Unless otherwise instructed, roll once for each five-minute period the players spend eavesdropping.

1– "Tell us about the girl! Tell us about the girl!" says Katrina. The man says, "I know nothing about your girl."
2– "Who are you? What are you doing here?" says Katrina. The man answers, "I am one of many. We are peaceful wayfarers in the land."
3– "How many of you are there?" asks Katrina. The man answers, boastfully, "We fill the valleys and the plains. My brothers and sisters will swarm over this land and take all of you away! I spit on you! You are dirt!"
4– The man refuses to answer any more questions. Irina approaches with a hot poker, bringing it close to his nose. Go immediately to #6 on this chart. Do not roll again.
5– The man refuses to answer any more questions, and showers abuse on the women. He refers to them as man-haters, unnatural mutations without emotions or passions. Irina, visibly upset, suggests mutilating "the stupid pig," but Katrina calmly vetoes that notion.
6– The man is now silent. Katrina nods, and Irina brings the tip of a hot poker down on his bared chest. There is a sizzling sound, steam rises, and with a superhuman effort the prisoner pulls the stake free of the ground and tries to escape. If the players intervene, play this out; if the players choose not to intervene, the man will be knocked unconscious for the rest of the night. Only medical attention will bring him around before morning.



The Cossacks are intent on their prisoner, and will not notice the players unless they are unusually noisy or stupid. (Of course, if the players intervene on the captive's behalf, they will be noticed immediately.) If the players attract the attention of the Cossacks, roll for each Cossack to find her reaction:

1– Instant distrust and dislike. Roll again. On a roll of "1" or "2," the Cossack rolled for draws her sabre and charges the players. She will fight until (and if) she is ordered to stop by a superior officer.
2– Extremely wary, but willing to negotiate.
3– Uncertain, but pessimistic.
4– Uncertain, but optimistic.
5– Friendly, but with weapons drawn anyway.
6– Friendly, instinctively willing to work with the players.

TREASURE: The weapons and clothes already mentioned, plus a sketchy map of the Cossacks' travels from Colorado, marked with Russian lettering. Some travel rations will be found as well.

REPERCUSSIONS: The best result of this encounter would be an alliance between the Cossacks and the player characters. The Cossacks will be a little hard to get along with. They inherently despise men for their cowardice and stupidity, and constantly talk about dying for glory on their valiant quest. They will never fully trust male player characters. If the players try to turn their backs on the mission, the Cossacks will try to force them to keep going – at gunpoint if necessary. Players who prove themselves in the Cossacks' eyes will be invited to return to the Motherland with them.

If the Cossacks are ignored, they will continue to search for the captives (yes, the same captives the players seek to rescue), searching the entire area. They have no signal tracer, however, and have only the vaguest idea where to look. They – or another band of Cossacks – will surely run into the players again.

If a fight breaks out between the Cossacks and the players, the noise will attract the attention of another Cossack woman, lost in the woods. This late arrival is unarmed and will watch the battle from the sidelines (discretion being the better part of valor) unless she feels her actions would turn the tide in favor of her sisters. If the players kill the six original Cossacks or otherwise free the male captive, the late arrival will return to the forest, rejoin her comrades in arms, and report that the player characters are in cahoots with the Slavers.

If the players rescue the Cossacks' captive, he will tell them how the Cossacks – a savage band of militant man-haters – attacked his peaceful caravan and took him prisoner. He says that Cossack prisoners never live; they are skinned alive and boiled in a pot and eaten. If the players leave him unguarded, even for a moment, he will attempt to slip away and rejoin his Slaver caravan.

Night Camp: ***Non-Player Character***

NAME: Major Katrina Deborovna

DESCRIPTION: Aloof, disciplined, and self-confident, Katrina is a perfect cavalry officer. Her goal in life is to lead the thundering charge of hundreds of cavalrywomen into battle. She is indifferent to her own suffering and, though she finds emotions hard to handle, she cares for the women in her charge. She is used to giving orders (and not having to discuss them), and knows beyond a doubt that women are naturally superior to men. It's so obvious it doesn't need mentioning . . . it just shows when she says things like "Fight like a woman!"

ACTIONS: Katrina is as wrapped up in the quest to rescue the captives as the players are. It has become an overwhelming obsession – all those purebred women have to be saved, even if some male captives are helped as well. She will demand action, and may do something on her own initiative that might not be prudent or safe in the players' estimation.

ENCOUNTER 3: Romanov and the Boys

LOCATION: On a trail through a heavily wooded valley.

SET-UP: On a morning after the last encounter, the players are travelling along a trail towards the Sea. Their horses begin to act uneasy. If they continue along the trail, nets will fall from the trees and a heavily accented voice will shout, "You are our prisoners! Surrender or be killed!"

SITUATION: In addition to the Cossack who observed the last encounter, Slaver spies witnessed the events in the forest. They reported to the Slaver leader, Romanov. (Note: For the sake of simplicity, if the prisoner escaped, let him be the one to report to Romanov.) Romanov decided it would be best to attack the players, take them prisoner, and sell them as galley slaves to the Jacker fleet. Attractive females, if any, may be held for the wife/concubine trade.

The Slavers are well organized. There are eight slavers in the net team and another eight (including Romanov and a Jacker named Groggins) on the ground.

SOLUTIONS: The players can escape, fight, or surrender. Escape will be difficult and will almost certainly result in injuries or death. Fighting is suicidal (and may require a saving roll against intelligence). Surrender is the sanest course of action.

BACKGROUND: Romanov is in command of an advance party of Slavers who have penetrated to the western mountains in hopes of expanding their slave trade to the Mormen Empire. They are also allied – through the Jacker, Groggins – with the Renegades holding the captives who signalled Seeker Base Laura. The Slavers are negotiating to buy those captives in order to deal them to the Mormen and others.

The Slavers form a vast trading network along the Mississippi and Missouri river systems. Their original mode of operation was to come to a remote town to sell normal trade goods. Then, on the night they left town, they would kidnap local children who would be raised and then sold on the slave market. As civilization has developed since the End of the World, the Slavers have found that they can often purchase children cheaply (and more-or-less legally) from their parents. Nowadays, they conduct their slave trade openly.

The Slavers, led by Romanov, live according to "The Code" and consider themselves honorable businessmen. Romanov is a reasonable man, and will break off any attack if losses become unacceptable. If the players come out ahead in a confrontation with the Renegades, he will switch sides and deal with them. In this specific instance, the Renegades (operating through their agent, Groggins, so as to preserve their anonymity) have promised to deliver young, attractive, genetically pure humans – one of the world's rarest commodities – into the hands of the Slavers. The Slavers will deal with anyone who can deliver such goods. That includes the players, should they choose to involve themselves in the slave trade.

Slaver characters may be armed using the same tables as the player characters, but they have no high-tech devices. Groggins is armed with two flintlock pistols. A mutated and quite intelligent parrot rides on his shoulder. This "pet" has no great love for Groggins, and will act in a friendly manner toward anyone who acts in such a manner toward him.

If (by some miracle) the players manage to kill Groggins and escape from the Slavers, the parrot will follow them, spouting lines from old pirate stories ("Aaaahr, Matey," "Blow the man down," "Make him walk the plank," etc.). The parrot will sprinkle his speech with tidbits of information about the Island of Entellope, the captives, and the Jackers' base of operations, even the Renegades and their base. (Gamemasters, use your judgement, giving the players neither too much, nor too little help.)

TREASURE: The Slaver caravan includes two wagons, each harnessed to a pair of dapple-gray oxen. These wagons contain silk clothes, leather goods, crude jewelry, well-made knives and short swords, cooking utensils, and other trade goods. There are two teenage guards in the wagon (who will flee at the first sign of a fight). Groggins' parrot certainly qualifies as treasure. All the Slavers have personal possessions and low-tech weaponry. Gamemasters can determine this according to the rules of their own game systems.

REPERCUSSIONS: If the players surrender to the Slavers they will be bound very efficiently with chains and taken to Encounter 4, where they will be sold to the Jackers as galley slaves. Should they choose, the players can take this opportunity (such as it is) to acquaint themselves with the Jackers' other prisoners – Lord Hink of Two-Falls and Lorilei MacHerron.

If the players defeat the Slavers in battle and manage to escape, Romanov (or one of his lieutenants, if Romanov is dead) will follow them from a distance, watching their every move. He will be reluctant to tangle with them again and will wait to see how the players fare in their next encounters. In short, the Slavers will become interested neutrals until it is time to decide the fate of the Renegades' captives; they want those captives and don't care who they have to deal with in order to get them.

Romanov and the Boys: ***Non-Player Characters***

NAME: Romanov Zingari

DESCRIPTION: Suave and enchanting, the chief of these Slavers is nimble-witted and slick as a seal. Romanov is proud of his knowledge of the ways of the world, but this knowledge has left him cynical. He is a gentleman (according to his own peculiar code) and will not go back on his word or betray his people.

ACTIONS: Romanov, having learned of the captives of Entellope from Groggins, has made up his mind to acquire them, so long as the cost (in currency and lives) is not too great. He dislikes the Jackers in general, and Black Spike's Renegades in particular, considering them uncouth. He is always ready to negotiate, and prepares for all contingencies.

NAME: Groggins

DESCRIPTION: Groggins would sell his grandmother for a handful of coins. He is self-indulgent, lazy, greedy, and cowardly. He will do anything, betray anyone, grovel on his knees, to preserve his life . . . but he'll always try to have an ace in the hole. He is slimy, deceitful, and without ethics or morals.

ACTIONS: If he must, Groggins will surrender to stay alive. He'll even betray some of what he knows about Black Spike (and he knows quite a bit). Groggins is introduced to the players as the Jackers' representative among the Slavers. In reality, this is just a cover. Even Romanov Zingari doesn't know that Groggins is Black Spike's spy in the Jacker camp. Everything that happens among the Jackers on the surface of the Island of Entellope, on the high seas, or on the mainland among the Slavers is passed along to Black Spike's Renegades through Groggins.

Groggins is currently arranging final details for the slave deal without letting Romanov know who he really works for. Groggins is pathologically afraid of being gored by Black Spike.

NAME: Lord Hink of Two-Falls
DESCRIPTION: Arrogant, loud, and demanding, Lord Hink is a typical Mormen ruler. He feasts on entire legs of mutton, requires others to tend to his needs, tends to be grumpy, and has no manners. Women are nothing more to him than potential wives. Unattractive or assertive women make him nervous and irritable.

ACTIONS: Lord Hink is obsessed with what he calls the Beast of the Sea – a monstrous "sea serpent" that destroys seafaring ships with bolts of fire. He insists that the creature lurks at the bottom of the Sea of Deseret. (The "sea serpent" is actually the *Esmerelda II*, Black Spike's submersible, which sank a ship on which Lord Hink once sailed.)

The Slavers captured Hink in the wilderness as he searched for clues about the monster. Groggins' recommendation to the Slavers is that they sell him to the Jackers as a galley slave. But Hink speaks too freely about his serpent and Black Spike is concerned that others might become interested as well and find out about his submersible, about him, about his renegade pirates, and about the captives he holds in a fortress beneath the Island of Entellope. For this reason, Groggins will attempt to kill Hink shortly after everyone arrives on the Island. The players will have the chance to intervene, and perhaps earn the friendship of Lord Hink (for what little that is worth in this particular adventure).

NAME: Lorilei MacHerron
DESCRIPTION: Precocious, dogged, and quite attractive to most men's eyes, Lorilei is one of the foremost scholars of the Barony of Logun. She is particularly fascinated by ancient technological devices, and she knows as much about ancient science as anyone the players have ever encountered. She also has a penchant for getting into trouble.

ACTIONS: Under pressure from the Mormen, the Baron of Logun ordered Lorilei to cooperate with Lord Hink and assist him in his investigation of the Beast of the Sea. At least, that's the way things appear on the surface. In truth, Lorilei is an agent of the Baron. Hink and the Mormen made their pitch to Lorilei and the Baron and convinced them that something funny was going on in the Sea of Deseret. They didn't believe the sea serpent story, suspecting instead that Hink's monster was a relic of ancient times. Lorilei will cooperate with the players as much as she dares, but is worried about the balance of power on the Sea. She dislikes and mistrusts both main powers in the area – the Mormen and the Jackers. Should she discover the truth about the *Esmerelda II*, she would like to see it in the hands of the Baron of Logun.

ENCOUNTER 4:
The Kegger

LOCATION: On the sea shore.
SET-UP: As the players move through the woods, approaching the shores of the great Sea (but before they can actually see it) they hear the sound of men singing a seafaring pirate-type song.
SITUATION: A Jacker crew has sailed a Kegger to the mainland to load up on fresh water. (There is no known source of fresh water on the Island of Entellope.) If the players have been captured, there is a second vessel here as well, sent to carry them to the island.
SOLUTIONS: The players have been following the signal tracer for some time now and have found nothing. Now their course plainly leads to the sea. The source of the signal received by Seeker Base Laura is out there somewhere. They must have a boat. This is their chance.
BACKGROUND: After the End of the World, the survivors of the shattered Mormon Church migrated to Idaho. The rest of the area's population was left behind. Those who remained built a citadel on the Island of Entellope, put together a fleet of war galleys and merchantmen, and ruled the Sea of Deseret. Animal life – much of it mutated like the Brine Shrimp, but still edible – thrived in the spreading Salt Sea, and life along its coastline was good, if not easy. Most of the survivors adopted a lifestyle centered around fishing. Others, like the Jackers, chose a life of piracy, preying on those who depended upon the Sea for sustenance and trade. The Jackers came to rule the Sea of Deseret.

Part of the Jackers' strength lies in their mastery of technology. Though less accomplished in this respect than the Cossacks (who have relatively modern guns, hand grenades, and other 20th-century standard weapons), the Jackers are the terror of the high seas. They have flintlock firearms and naval cannon. Their stout warcraft can maneuver without wind and are armed with rams that can split an enemy ship wide open. Once they had a submersible, a primitive wood-and-steel vessel armed with torpedo-rams; it went down in a storm eighteen years ago and is believed lost.

The Jackers are ruled by a Council of Captains, one from every warship. Some vestiges of democracy remain in the Jacker community – ship captains are elected by a vote of the crew members, but by tradition the selection of a captain is often accompanied by duels (both pistols and cutlasses) and by battles among the factions supporting various candidates. The members of the Council of Captains, in turn, elect a leader, called the Captain of Captains.

Many of the Jackers are mutants. (Mutations should be consistent with the rules of the game system you use.) Their basic community unit is the ship (even when they're ashore). Each ship is ruled by its officers: the Captain, the Mate (of which there can be as many as three on a big ship), the Quartermaster (in charge of keeping to a course), the Coxswain (who actually steers the ship), the Surgeon, and the Barbecue (or ship's cook). Not officially an officer, the Barbecue is still one whose advice is taken seriously. He is often a veteran seaman forced into light duty by injury.

To join these pirates, a candidate must find a sponsor among the Jackers who will state, upon threat of death, that the recruit is true and square. The initiate then goes on probation for a year, watched by a crewmate of the Captain's choosing. If, in the end, the probationer proves worthy, the matter is put to a vote of the ship's officers. One "no" vote and the man is put ashore.

The pirates live off sea commerce and by raiding the coastal towns. Lighter pirate vessels roam far up the main rivers from time to time. The Jackers rarely embark upon long land expeditions, though such expeditions are not completely unknown. In these more-or-less settled times, the Jackers also have regular revenues from ships and towns that pay a duty-tax; when the tax goes unpaid, the pirates visit the offending town and make off with its goods and many of its citizens.

The pirates consider themselves "gentlemen of fortune," but in truth they can never trust each other. On the whole, they are greedy and quick to act. They don't always think matters through, and will not hesitate to kill a man (or woman) if they figure it needs doing. They, like pirates of all eras, love to drink when a job is finished.

These pirates are not fools – the Jackers are always well armed and reasonably alert, especially with the constant threat of war with the Mormen hanging overhead. The Jackers are ferocious, savage, bloodthirsty, and incredibly brave, but they also act a lot like a mob; they need a strong leader to coordinate their activities.

They have no uniforms as such. Their shirts tend to be brightly colored; they wear knee-length pants and leather moccasins. An officer might have a cloth coat, a scabbard for his sword, and a fur cap.

Keggers are boats (not ships) built to carry a large cask of water from shore to shore. They have a small crew consisting of two seahands and a ship's boy, led by a Quartermaster. Kegger crews are generally armed with cutlasses and flintlock pistols, except for the boy who has a dagger. The Kegger crew is charged with guarding the men who do the real work – eight slaves, bare to the waist, who haul buckets from a freshwater stream and pass them back to their companions to pour into the Kegger's large cask.

The Jackers' power is based on slave labor – slaves propel their galleys and perform all heavy labor. Some slaves come under the Jacker sphere of influence as a kind of tax – the best "goods" available from slave traders whose wares come their way; others are taken in raids on coastal towns. The Jackers' slaves live for little besides freedom. Some escape every year, while many others die trying.

TREASURE: The Kegger itself, the Jacker crew's weapons, and a bag containing a dozen gold pieces hanging from the Quartermaster's belt.

REPERCUSSIONS: If the players take the Kegger, they can sail wherever they wish on the Sea of Deseret. Gamemasters should, however, bear in mind that this is a small boat and won't fare too well on open water. A Jacker lookout on Spyglass Point on the Island of Entellope will begin to wonder what is going on if the Kegger takes too strange a course. He may even go so far as to sound an alarm.

If the players are captured by the Jackers (or were captured by the Slavers in the last scenario) they will join the galley slaves on the second Jacker boat described in the Encounter Situation section above and be taken in chains to the Island of Entellope.

Anyone pursuing the players must strike before the players leave the mainland, or wait until they can find some way to get to the Island themselves.

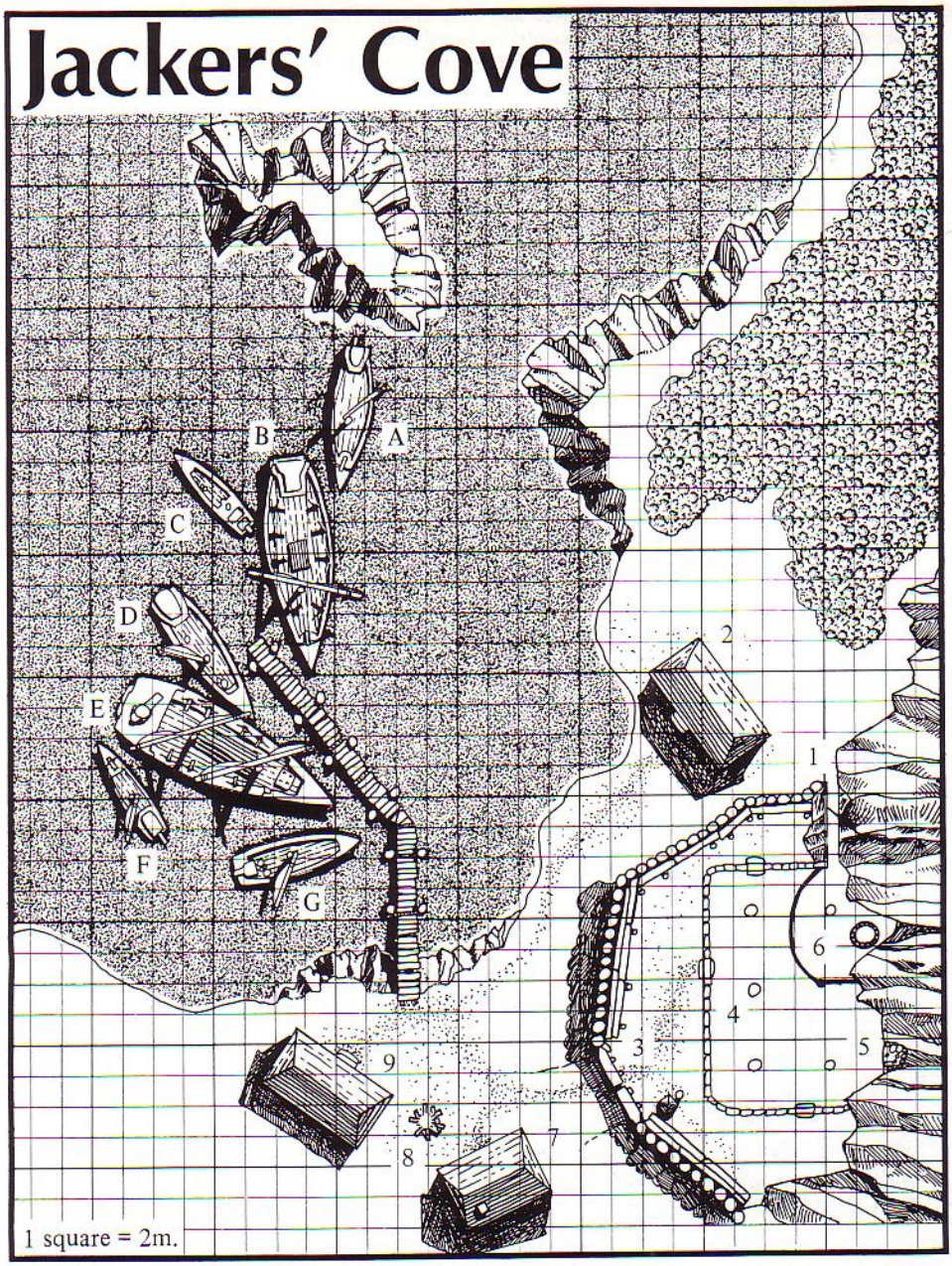
The Kegger:
Non-Player Character

NAME: Spooney

DESCRIPTION: Not a serious person (though quite clever), Spooney takes life as a joke and as a game. He is genuinely friendly, a natural comedian, a prankster, and a bard. He always carries a concertina. He tries not to hurt his friends.

ACTIONS: Spooney is a seahand on the Kegger, and is also the go-between for Groggins and Black Spike. He is one of the few people who know about the back entrance to Grollister's old workshop in a walled-off portion of the Jackers' Citadel. Spooney meets the Renegades by descending to Black Spike's underground fortress through the false well in the workshop. He makes this trip and reports to the Renegade chief each night. If the players manage to reach the Island and happen to be out at night, they should be given a fairly good chance of spotting Spooney skulking around the rocks at the base of the Citadel; they will see Spooney disappear into the cliff base. Careful examination of the area where he was last seen will reveal a hidden door in the rock face (1 on the map); luckily for the players, on the night they spot him, Spooney has left the door ajar. If the players choose to return some other time, the door will be locked, and they will have to force it open (a fairly simple matter once one knows where the door is). The door opens into a dark passage leading to Grollister's old workshop. (A more detailed discussion of Ott Grollister, the Citadel, and the old workshop will be found in the section which follows.)

Note: Having gotten this far, the players now have considerable freedom of action. So does the gamemaster. If the players are not prisoners, they are probably being pursued by one or more groups. Will these groups cross the waters in pursuit? If the players are prisoners, then someone else must have the signal tracer – can they figure it out? Will they use it? Can the players recapture the device? These are but a few of many easily overlooked questions which may come up at this point. Bear them in mind.



Jackers' Cove and the Citadel

The cove contains six structures, most of which house Jackers. Should you need more Jackers than are provided in this and the following section, there are a dozen seamen and an officer at the semaphore tower on Spyglass Point; the *Flint* and the *Entellope* (with a crew of ten pirates and twenty slave oarsmen each) are on sea patrol; two larger ships, the *Sweet Barbara* and the *Terri Ho* (each with a crew of twenty and forty slave oarsmen) are on shore leave in Ormland.

The *Bunkhouse* (2) is a simple timber structure containing bunks and personal belongings in seabags. Two frail-looking, elderly pirates (armed with flintlock pistols and short swords) who act as caretakers will be found here. Finally, the players will find an odd energy mace here. The mace has a stud on its handle. When this stud is pushed, the mace will shock anyone it touches. It will do twice the damage of an ordinary mace or small club.

The *Palisade* (3) is a massive timber barricade enclosing the Citadel. On the inside of the wall is a walkway, so pirates can stand behind the wall and fire at attackers on the ground. The gate is kept open during the day. Two pirates armed with flintlock pistols and short swords stand watch. The gate is closed at night. Between the Palisade and the Citadel is the "compound." This contains a flagpole flying the Jacker flag, and a

V. THE ISLAND OF ENTELLOPE
General Description

The island is heavily wooded and the terrain is rough. Mountains run lengthwise across the island, the highest peaks being Spyglass Point at the northern end and Freedom Peak (source of the radio transmission). There are ravines, cliffs, and small protected glades and valleys. The island is edged by rock shores and cliffs, with beaches at only two points: Jackers' Cove (the island's only harbor), and the southern point.

The island was named for the herds of antelope that once inhabited it. Jackers drove the herds to extinction.

No natives other than the Jackers live here, though some escaped slaves run wild on the southern parts of Entellope. (One of the island's mysteries is where they find water.) There are trails on the island, left by animals, which cross the mountains at the lower elevations.

The Island of Entellope has two major structures: the Citadel at Jackers' Cove, and the submerged base of the Foundation of Free Men.

guard shack in which will be found a table and four chairs. There are normally eight pirates (armed only with swords) on guard here.

The *Citadel* itself (4) is the remains of a reinforced concrete blockhouse. The End of the World left only a floor and part of a front wall. The original Jackers patched the walls with stone and mortar, and built them back to meet the cliff face.

Whoever happens to be the Captain of Captains at any given time must live in the Citadel. In the eyes of most of the Jackers, this is somewhat less than desirable, an ongoing test of the Captain's courage. Most of the Jackers believe the building was cursed by the long-believed-dead inventor, Ott Grollister. As it turns out, this superstitious belief has been cultivated by Black Spike through his agents above ground. This carefully worked out scheme involved rumors of horrible sounds heard at night, tales of foolish Jackers who entered Grollister's workshop and were never seen again, and stories of the myriad horrible, death-dealing techno-traps awaiting those foolish enough to open the cobwebbed door connecting the Citadel proper to the workshop on the other side.

This scheme was concocted by Black Spike to prevent the Jackers on the surface from discovering the vast underground complex – to say nothing of the technological marvels and priceless captives within.

At present, two people live in the Citadel – John-Jack, the current Captain of Captains, and his woman/servant, Patreshia. These two are well-armed at all times (flintlock pistols for each, a short sword for Patreshia, and a cutlass for John-Jack). Both Patreshia and John-Jack will be found here, engaged in whatever activity seems appropriate for the time of day the players arrive (sleeping at night, eating at mealtimes, etc.). In the event of a battle, any pirates who cannot reach their ships will – reluctantly – take shelter here or behind the Palisade.

The Citadel appears to consist of a single, very large, oddly shaped room. (Actually, one corner has been walled off to form a second, smaller room.) The Jackers' *Weapons Locker* (5) is in a cleft in the back wall of the Citadel; it is never locked. The weapons locker contains a dozen flintlock pistols, plenty of bullets, and four small kegs of black powder.

The Citadel's roof is supported by several stone pillars, and does not extend over the entire building – the center is open to the sky. Thus, a bonfire can be built in the Citadel's center at night.

The second, smaller, walled-off room (6) is of great importance to the players. For one thing, it is one of *Ott Grollister's Workshops*. Players will find it remarkably undisturbed; remember, the superstitious Jackers exhibit an almost unnatural fear of whatever lies beyond the walled-off section of the Citadel.

The door to the workshop is locked and covered with cobwebs. The lock is quite simple (an old-fashioned skeleton key lock) and players should be able to open it in a matter of minutes. As an alternative, two players should be able to put their shoulders to it and have it open in no time; superstition, not strength, has prevented this door from being opened over the years.

Once inside Grollister's workshop, the players will find a Renegade guard armed with two cutlasses and a dagger. He will leap instantly to the attack as soon as anyone sets foot in the workshop. His attack will be swift, sure, and silent; he will protect the secret base to the death. Should the players defeat him in combat, they will find all sorts of valuable goodies.

A powered-down household robot sits against one wall; the players must have a storage battery or other power source (with lots of charge left) in order to power it up. Should they manage to accomplish this, they will possess one of the mechanical marvels of the age. It can perform any household task required (cooking, cleaning, responding to knocks at a door, for instance). It is quite strong and durable but, unfortunately, a total bust at fighting.

The base of a statuette in Grollister's shop conceals a laser pistol with a full charge (whatever that may be in your game system). Players will have to figure out how to use it (saving roll against Intelligence) and even if they do figure it out, they may be unskilled with it.

A surprisingly small suit of solar-powered battle armor (doubles strength, endurance, and dexterity – or similar characteristics) lies in a heap on the floor of the workshop. Only a character between 5' 3" and 5' 6" tall can wear this armor.

Hidden (though not very well) beneath a pile of unidentifiable technological junk, the players may find a set of four robot tentacle-arms built into a vest-like device. (Any one of average size would be able to wear it.) The arms respond to the wearer's thoughts; all of the arms can be controlled simultaneously; each has strength roughly equivalent to the wearer's natural arms. They are made of metal, and are quite damage-resistant. The arms require a portable battery pack of a sort the players have never seen. Make a saving roll against Intelligence to spot the plug into which such a battery pack would fit.

Finally, hidden quite well (players will have to roll to find it), the

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room conceals a tiny battery pack of amazing power. This is the battery needed to make the robot arms function. The charge will probably last longer than the players will need. This is quite a prize and, with some exceptional die rolls (left to the discretion of the gamemaster), the players should be able to adapt this little power pack to all sorts of purposes.

Grollister's workshop has one other important feature – the false well. It is topped by a removable wooden plug. The shaft functions as an entrance to the Renegades' underground base.

The *Cookhouse* (7) contains the Renegades' food and rum, pots, skewers, spikes, butter, and so forth. Inside the Cookhouse are three vicious Renegade cooks, armed with meat cleavers, carving knives, and boiling oil.

The *Bonfire* (8) is always lit. Three pirates will be found here, stirring kettles of hot water (used for laundry).

The other *Bunkhouse* (9) contains a permanent card game with six participants (all armed with daggers and flintlock pistols). If the players defeat these card players in battle, they will find a box of synthetic clothing – six one-size-fits-all jumpsuits – along with a box of electronic circuitboards and a rechargeable storage battery with very little charge left.

The Harbor

The harbor contains seven ships. Unless something unusual happens, all of the following ships will be in port when the players arrive on the Island of Entellope. Crews listed do not reflect the number of crew-members needed when the ships are out to sea, but rather the numbers likely to be encountered by the players while the ships are in port. Slaves will never hinder the players in any way (unless the players try to keep them from escaping). In battle, players will have to deal only with crew-members and with slaves who want to escape so badly they don't care how much commotion they make.

The *Bonnie Marie* (A), once a merchantman from Logun. Armament: Bow ballista (a very heavy crossbow). Crew while in port: 3.

The *Luckheart* (B), galley of war. Armament: 9 small ballista. Crew while in port: 3 plus the Captain; 20 slave oarsmen.

Should the players defeat the crew of the *Luckheart*, they will find a portable telescope/rangefinder in the crow's nest, and an aircar control panel in the hold. The latter will do the players no good unless they find an aircar. The Captain is armed with an energy knife (does double standard knife damage).

The *Hassad* (C), an Arab sloop captured during battles with another pirate band – the Berberie pirates of Khalif Orni. Recently lost its mast in a freak storm. No armament. No crew.

The *Lizabet* (D), merchantman captured many years ago. Its origin is unknown. No armament. Crew while in port: 3.

The *Tanista* (E), pride of the Jacker navy. Built by the genius designer Ott Grollister, who disappeared eighteen years ago. The *Tanista* is the best ship on the Sea. Armament: 8 light ballista and one shell-firing, swivel-mounted cannon. Crew while in port: 6, plus 16 slave oarsmen. If they defeat the crew, players will find a powder magazine with six barrels of black powder and 20 explosive shells.

The *Lassie of Loguny* (F), another former merchantman of Logun. Armament: 1 small ballista. Crew while in port: 2.

The *Golden Infidel* (G), merchant flagship of the previously mentioned Arab pirates. Finely carved, gilded figurehead and railings. Beautiful workmanship. Stripped of armament. Crew while in port: 4.

Here the players will find a stun whip (double normal damage).

SOLUTIONS: The players have two ways to negotiate this portion of the adventure successfully. They can investigate the false well (GMs should feel free to drop hints in this direction), or they can attempt to penetrate the Renegades' underground camp by way of the submerged entrance described in the section dealing with the Foundation Base, immediately following the NPC descriptions for this encounter.

Jacker's Cove: *Non-Player Characters*

NAME: John-Jack, the two-headed Jacker

DESCRIPTION: Captain of Captains among the Jackers, John-Jack is actually two personalities in one body. One personality, the dominant one, is dashing and heroic and utterly ruthless (and a deadeye with a pistol). He is greatly feared. Paradoxically, the other personality, who takes charge in moments of great stress, is an insecure, immature coward. He is, perhaps, even more greatly feared in this persona and is still a deadeye shot.

ACTIONS: John-Jack is obsessed with the Mormen threat. At the time this adventure takes place, he is primarily concerned with whipping his men to a frenzy in preparation for a major sea battle. The players concern him only as long as (or if) he connects them with the Mormen.

NAME: Patreshia

DESCRIPTION: Sexy and seductive, Patreshia belongs to John-Jack. She was captured by him in the battle with Arab pirates years ago; she is from the Arab khalifate in what was once California. She has come to regard John-Jack with something more than mere affection, and will act to protect him, but cannot resist the idea of saving all slaves everywhere.

ACTIONS: Patreshia is extremely intuitive. If the players act in a friendly, convincing manner (and if they promise not to harm John-Jack) she may be inclined to help them see their quest through to its successful completion. A particularly persuasive player can enlist her aid in the struggle to free the captives. She will, however, have to be convinced that they exist. (Remember, the Renegades' underground complex is unknown to the Jackers on the surface.) If the players kill John-Jack, and Patreshia witnesses the act or learns about it, she will turn her weapons against them. She's a good fighter, and the party will almost certainly have to kill her as well.

THE FOUNDATION BASE:

Background

In the days before the End, a political/military group known as the Foundation of Free Men came into being. With the aid of a sympathetic Army general, they secretly built a base in the Utah desert where they could ride out the coming war.

To insure their success, their installation had three features:

(1) A cryogenic facility where 300 individuals, selected for their genetic purity and proven success in business, athletics, or combat, could be stored in suspended animation.

(2) An advanced, mechanized, medical facility for "creating" human beings, drawing on reservoirs of sperm and eggs from selected donors. One thousand children could be produced under computer direction.

(3) A computer system named "Goodfellow," endowed with artificial intelligence. Goodfellow is charged with creating children, nurturing them, and training them in the ways of the world. Goodfellow was designed with a secondary function in mind – to develop its own theories on politics and survival in the world after the End. The children Goodfellow created would then be trained in the ways of the world as Goodfellow saw fit. (And Goodfellow has some unique views on the subject of the world's future . . .)

The Foundation of Free Men felt sure that these measures would insure the survival of mankind. Unfortunately, the End was even worse than they expected. The Foundation Base took a direct hit. The blockhouse was destroyed, and the main shaft and upper caverns collapsed under the shock. Only Goodfellow (continually refining and redefining its thoughts on human politics) and the baby-making facilities (which could only be triggered by human command) remained operational.

Almost a century passed. Then, eighteen years ago, the Jacker fleet sailed to fight the Arab "Berberie" Pirates. A storm struck. The fabulous submersible *Esmerelda* was lost at sea, just off the harbor approaches to the Citadel. Black Spike and her entire crew went down with her, along with her inventor, Ott Grollister.

But, unknown to the rest of the Jackers, the submersible was still intact . . . on the sea bottom. Grollister, searching desperately for a way to survive, combed the sea floor in a diving suit of his own design. Amazingly, he found a submerged entrance to the Foundation Base. Following this discovery, the *Esmerelda*'s Jacker crew took over the devastated base. (The original *Esmerelda* crew of 20 has since been augmented with recruits. Black Spike's Renegades now number 40.) The Jackers on the surface of Entellope Island still believe Black Spike and his comrades to be dead.

Ott Grollister managed to make contact with Goodfellow. With the computer's aid, Black Spike and Grollister rebuilt the old *Esmerelda*. They would have preferred to start from scratch, but the base was only equipped for light fabrication.

The new submersible is powered by electric cells (72-hour charge) and is propelled by small, efficient turbines sucking in water from forward intake valves and ejecting it from propulsion nozzles at the tail. Its normal crew is five (Navigator, two Plane operators, Engineman, and a "Ready Man" by the conning tower), but it can accommodate 20 passengers (not very comfortably) or an equivalent amount of cargo. A rowboat can be attached, keel up, to the exterior of the sub.

When surfaced, a rapid-fire, self-loading ballista in the conning tower can be used. The *Esmerelda II* is also equipped with primitive torpedoes – explosives mounted at the end of a 20-foot spar. These explosive-tipped spars can be extended through the nose of the ship and will explode when they contact a solid object (like the hull of an enemy ship).

Shortly after the Jackers took control of the Base, Ott Grollister was able to command Goodfellow to begin making beautiful, genetically-pure babies. After a period of years, these babies were to be sold to slave traders at exorbitant prices. (The captives who signalled Seeker Base Laura, seeking aid, were the result of this horrible plan.)

Goodfellow had its own plans, however, and it realized that the pirates could help carry out those plans. After a century of contemplation, the computer had come to the conclusion that the only way to insure humanity's survival after the End was to establish a worldwide empire that would unite mankind.

Goodfellow didn't want its children sold in the slave markets, so it let Eva – oldest and brightest of the factory-made humans – put out a call for help to the outside world.

THE FOUNDATION BASE:

Physical Layout

THE CITADEL. The Jackers' Citadel was the original surface exit for the Foundation Base. Here, the players will find an old well, boarded up. This is actually the top of a shaft leading down to the base proper. (As far as those on the surface know, there is no fresh water on the Island.)

THE SHAFT. The shaft is actually a twisting passageway through the crushed remains of the original base's concrete elevator shafts. It has all the charm of a coal mine. The walls of the shaft are virtually unclimbable; Black Spike's Renegades use rope ladders to climb from the base to the surface. Lanterns set into the walls of the shaft provide minimal illumination when lit.

Eventually, the shaft opens onto a small chamber containing a battered wooden desk, a lantern, a camera emplacement, and a pirate guard (armed with a pair of cap-and-ball revolvers and a cutlass). The desk is flanked by three exits arranged in a triangular pattern. These exits are set into the floor of the chamber. Two of the exits are boarded up but the players can pry the boards loose if they want to take the time. One leads to *Chamber II*; the other leads to *Chamber III* (see below). Note that these exists open onto the ceilings of their respective chambers. The third exit is not boarded up, and leads to the ceiling of *Chamber I*. Players choosing this exit will enter *Chamber I* at the * on the map provided.

CHAMBER I. The Goodfellow Chamber. Six levels housing the Goodfellow computer and the Babymaker complex. For more specifics, see the level-by-level maps.

CHAMBER II. Central Power Chamber. This is a massive power station serviced by engineering robots. The only area accessible to humans is the central inspection room. This room contains instruments which reveal the condition of the power station, and how well its components are functioning at any given time.

The inspection room is surrounded by a chamber filled with fresh water and stocked with fish. The walls of this outer chamber are covered with screens, used to grow yeast for food. This chamber is served by agri-robots.

CHAMBER III. Formerly the main chamber, with all the facilities of a small city and army base. This portion of the base was all but destroyed at the End. A crack connects it to the Sea, and it is flooded with salt water. Mutated sea life thrives in the water here. Goodfellow has constructed farmland and orchards along the shore. Here, the players will find a Renegade dock, Ott Grollister's equipment and laboratory, and the *Esmerelda II* submersible. (See the maps and sketches for more details.)

A junior work battalion of captives farms the land here, aided by four excavation robots. The *Esmerelda II* is being readied for sea duty, and has a full crew aboard. The crew is preparing to take aboard a load of captives, to be sold to the Slavers on the mainland.

Note: The three chambers described above are connected by tunnels. A subway line equipped with three-seat cars runs directly to the Power Station through these tunnels. There's a Goodfellow terminal wherever the tunnels meet. Here the players may contact Goodfellow and seek to enlist his aid. All the robots have Goodfellow terminals, too.

THE PASSAGE. This is the main passage from the base to the sea (and vice versa). The *Esmerelda II* enters and leaves the base via this passage; Grollister has installed locks which prevent the sea from flooding the base. The locks are automatically activated by the passage of any object of human size or larger through an electric-eye beam. The passage is always lit (preventing Brine Shrimp from entering). There are air pockets along the roof.

Players using the passage will see (and hear) a huge metal iris open about halfway along its length; after they pass through, it will close again, and a similar mechanism 100 feet further along the passage will open.

The following section describes the levels of Goodfellow's Chamber (see the individual level maps on page 27).

LEVEL ONE.

(A) Spiral ramps. These connect each level to the next. The ramps are designed for bicycle traffic. A bike rack stands next to each ramp.

(B) The High School. No one is in class.

(C) The Library.

(D) A statue of a female soldier holding a machine gun.

Notes: This level, like most of the others, is designed to look like the out-of-doors. The ceiling is painted sky blue with clouds; lights set in the ceiling blink like stars in the night sky. Most of Level One is parkland, criss-crossed with trenches and dotted with pillboxes. This is used as a military training ground. A senior work battalion (20 boys or girls) will be found conducting military exercises here at any time of day or night. None of the weapons used in these exercises are real, but all look real. The Mother General is here.

The senior work battalion found here is one of four such battalions being held captive. There are several junior work battalions as well, bringing the total number of captives to several hundred. The junior work battalions will be described in later sections of this adventure.

LEVEL TWO.

(E) Golda Meir Hall. A dormitory/barracks. One wing houses a senior work battalion (20 girls, age 14 to 17) and a junior work battalion (20 girls, age 10 to 13).

(F) Queen Victoria Hall. A dormitory/barracks housing another junior work battalion.

(G) Personal Hygiene center. Barber shops, showers, washbasins, and the like.

(H) Boxing arena.

(I) Long Jump and High Jump facilities.

(J) Fencing facility. Players will encounter a senior work battalion, armed with wooden swords, here.

(K) Martial Arts training facility (senior work battalion).

(L) Gymnastics area (senior work battalion).

(M) Trampoline area (junior work battalion).

(N) Tennis courts.

(O) Cafeteria and picnic area.

(P) Track.

(Q) Franklin Delano Roosevelt Hall. A dormitory/barracks housing boys' junior work battalions.

(R) Ronald Reagan Hall. A dormitory housing boys' senior work battalions.

Note: Players will encounter *no* Renegades on Level Two.

LEVEL THREE.

(S) Elementary school playground. Slide, teeter-totter, swing set, and so on.

(T) Elementary school. Four "quads," each containing four classroom/bunkhouses, organized around a central blacktop. Two hundred boys and girls (age six months to nine years) are housed here. They are, however, kept segregated into groups no larger than twenty. There are two Teacher robots in each classroom. The type of robot varies depending upon the age of children in the class. The youngest children are supervised by Romper Pals (soft foam, cannot tip over). Older children are supervised by Blackboardettes (robots built as part of a blackboard). All robots are doll-like; they are not at all lifelike.

(U) Welding shop (senior work battalion).

(V) Communications shop, where the base broadcast facilities are located. Here, the players will encounter a senior work battalion and a pair of Renegade guards. Each guard is armed with a cutlass and a pair of cap-and-ball revolvers.

(W) Woodworking shop (senior work battalion).

(X) Metalworking shop (junior work battalion).

(Y) Circuits shop (senior work battalion).

(Z) Print shop (junior work battalion).

(AA) General Service Building. Handles laundry, stores, sanitation, clothing fabrication. The inner court contains trees and a pond. A senior work battalion will be encountered here.

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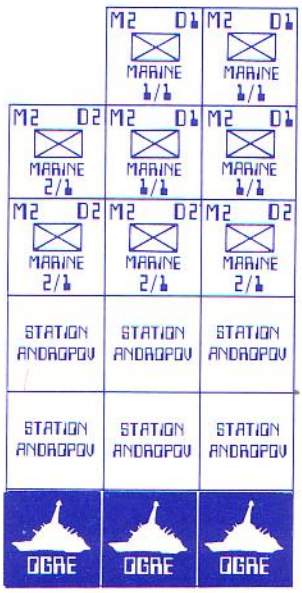
ICEPICK COUNTERS

These are the counters for use with the ***ICEPICK*** scenario inside this magazine:

Marine battlesuits: Many more are provided than the scenario requires. Have fun.

Ogres: Each counter has only the Ogre silhouette and name on the front, and either "Mark II" or "Mark III" on the back. The character in the upper right-hand corner distinguishes Icepick Leader, 2, and 3.

Station units: Two sets are provided, in case one gets lost or so worn that you can tell what it is from the back. Begin the game with only the "Station Andropov" side showing. Turn the laser tower over when it fires, and the other buildings over when an Ogre gets within 6 hexes.



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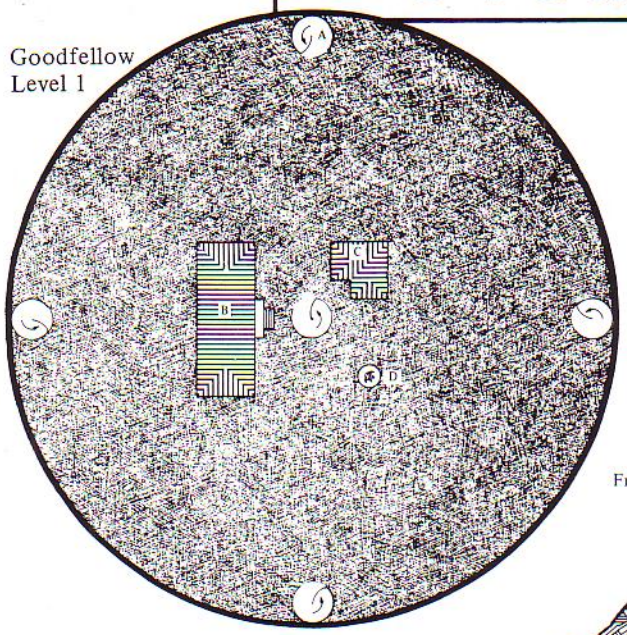
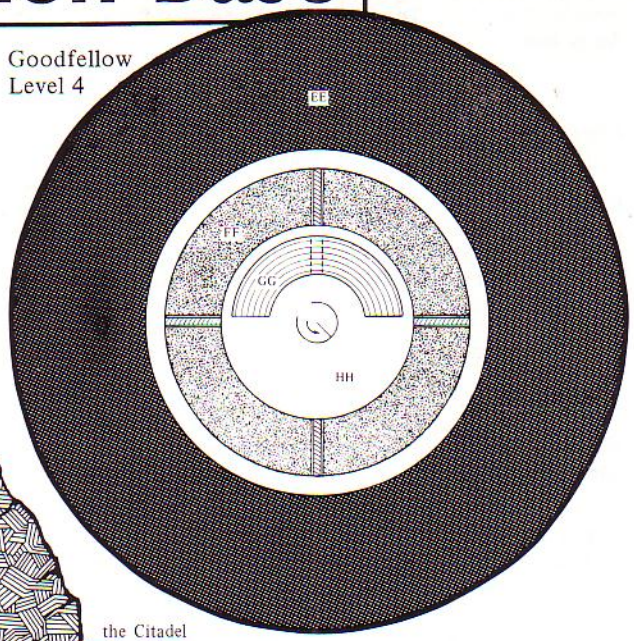
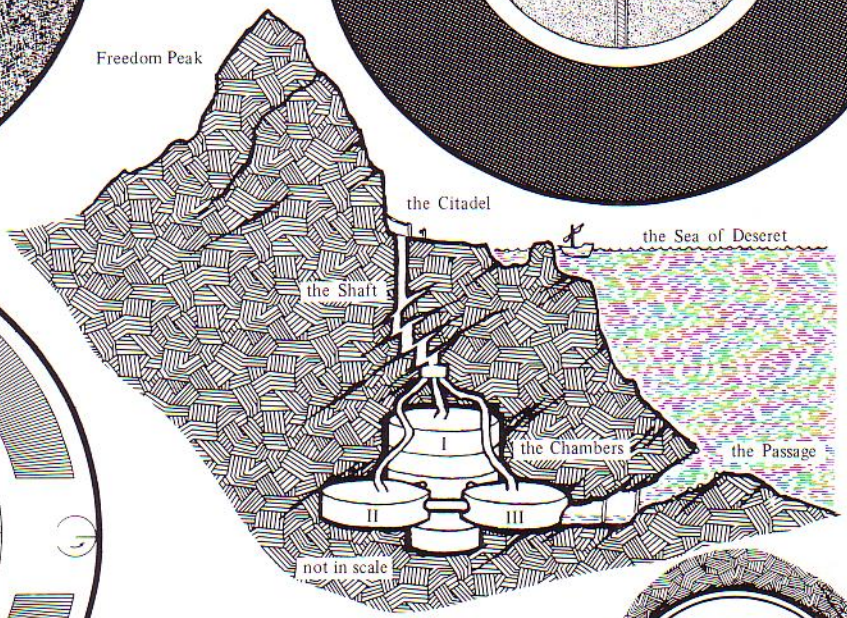
The Foundation Base

Goodfellow
Level 1

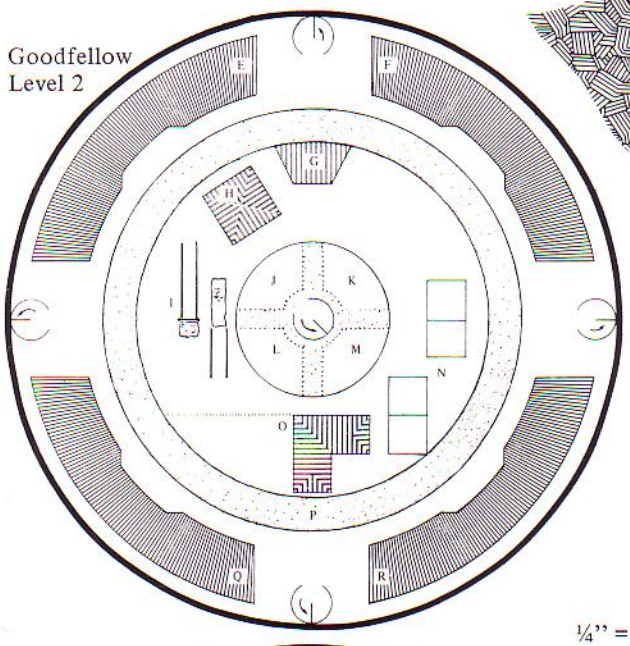


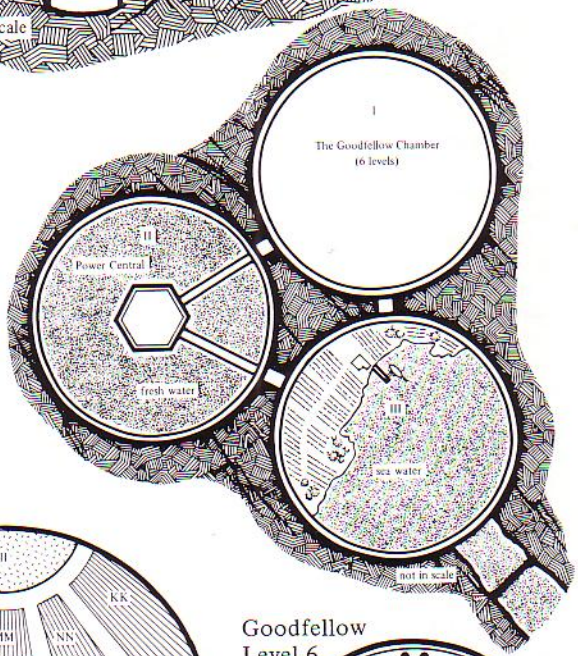
Goodfellow
Level 4





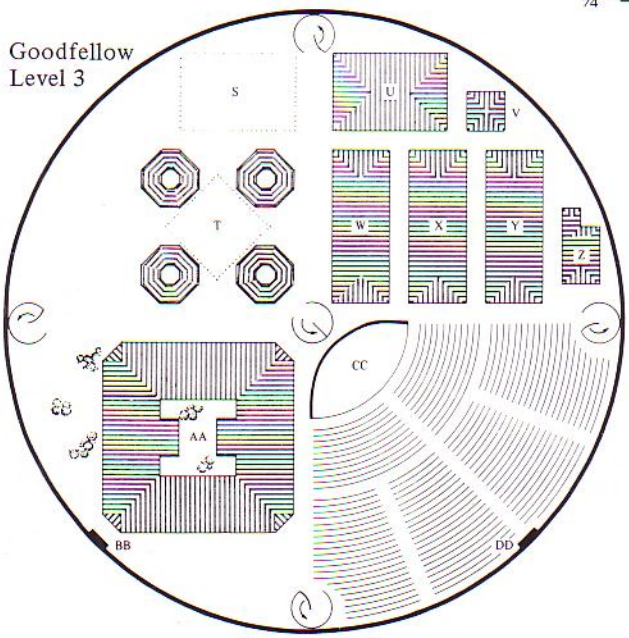
Goodfellow
Level 2



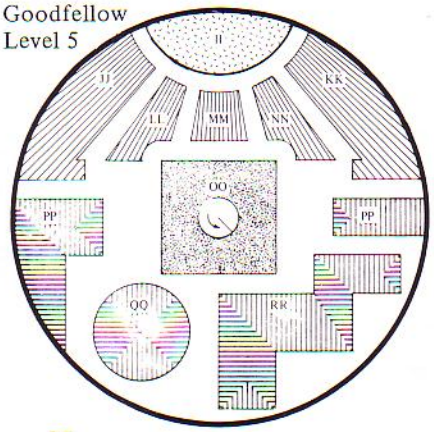


¼" = 15 meters

Goodfellow
Level 3



Goodfellow
Level 5



Goodfellow
Level 6

(BB) Link to Central Power Station.

(CC) Assembly amphitheatre. Junior work battalions attend indoctrination holos here. There will be one such battalion here at any time of day or night.

(DD) Link to the harbor chamber.

LEVEL FOUR.

(EE) A warehouse accessible only to robots.

(FF) Heated pool crossed by four arched bridges. There are five Renegade sentries on each bridge (each armed with a pair of cap-and-ball revolvers and a cutlass). There is a cannon on each bridge as well. The players will be able to move this only with great effort (if at all).

(GG) Formerly the Children's Center, decorated with teddy bears and other cuddly animals. This building is now used by the Renegades for housing. There are seven Renegade women (armed with daggers) and several children in the Children's Center. A walkway passes through the building.

(HH) Miniature golf course.

Note: The Renegades are keeping a high profile on this level because they expect to have trouble when they begin rounding up the captives for sale to the Slavers.

LEVEL FIVE.

This is the actual automated Babymaker facility. All who enter this level must pass through sterility procedures, and wear surgical masks and gowns.

(II) Refrigeration Storage Center. Human "components" – actually sperm and eggs – are stored here.

(JJ) Genetic Analysis Banks. Sperm and egg cells are analyzed here, to determine their genetic purity.

(KK) Scan Center. X-ray, radiation, and brain scan facilities.

(LL) Implant control. Sperm and eggs are brought together here, beginning the process by which Goodfellow "creates" human beings.

(MM) Surgical Center. Includes microsurgery facilities. This is quite an advanced facility. Players should be given the opportunity to find all sorts of valuable medical equipment – much of it eminently portable. There is, in all probability, no surgical facility more complete than this one left on the continent.

(NN) Embryo Fabrication Central. Zygotes are nurtured and allowed to develop here.

(OO) Sterility Control.

(PP) Medical Bank. Lab stores, supplies, etc.

(QQ) Crib World. Home to infants from birth to six months of age.

(RR) General Hospital facilities.

LEVEL SIX.

(SS) Visual Control. Large-screen display, projected from three primary-color disks – a visual representation of what Goodfellow is "seeing."

(TT) Pyramid speakers. An aural representation of what Goodfellow "hears."

(UU) A black hemisphere, within which floats a 3-D image of Goodfellow, reclining in a chair, reading a book. Goodfellow can be either male or female; take your pick. If you wish, allow each player to see Goodfellow as whichever sex he or she chooses – this can lead to some interesting discussions.

(VV) Voluntary Control Nodes. Three large, brightly-lit (but flickering) crystal towers.

(WW) Primary Memory banks. Fact circuits which can be inserted or removed from Goodfellow's memory at will.

(XX) Emotional Control. A cube blinking in a variety of colors. This reflects Goodfellow's "mood." Red is for anger, blue for reflection, black for militancy, green for worry, and so on.

(YY) Input Coordination. Here, Goodfellow processes all incoming signals.

(ZZ) Extension Cubes. Several black cubes, each reflecting the sights, sounds, and sensations experienced by one of the base's robots. All of the robots encountered at the base are linked directly to Goodfellow. Laser beams flicker from cube to cube, reflecting the interconnectedness of the base's robots. What one robot "knows," all the robots know; what one experiences, all experience.

(AAA) Goodfellow's main memory. A girder framework dotted with hundreds of shiny aluminum "bubbles." If a bubble is destroyed, the data stored there is permanently lost.

(BBB) Input Nodes. Stations where all signals are gathered, sorted, and beamed to Input Coordination.

(CCC) Autonomic Control. Handles "automatic" base functions like heating, power generation, air circulation, and so on.

Notes: The shafts leading from Level Five to Level Six are sealed off – Goodfellow does not ordinarily allow access to this level because it is most vulnerable here. Each unit here is important to Goodfellow. Anything damaged or destroyed will prevent or impair the computer's use of whatever the unit controls – Sight (the Viewscreen at SS), hate and love (Emotional Control at XX), or subsidiary robots (the Nodes at ZZ), etc.

THE FOUNDATION BASE:

Overview

As the players arrive on the Island of Entellope, the Renegades, led by Black Spike, are readying the *Esmerelda II* for sea. A party of four armed guards (two cap-and-ball revolvers and a cutlass apiece) will collect five 17-year-olds from each of the four senior work battalions, load them on the sub, and shuttle them to a Groggins-arranged rendezvous with the Slaver caravan on shore.

There is open hostility between the captives and the Renegades – that is why the Renegade compound is guarded and fortified. In addition, the captives are kept in groups numbering no more than 20 (the size of a work battalion) at all times. Black Spike's men are so afraid of what might happen if the captives managed to coordinate their activities and arm themselves, they keep their weapons – with very rare exceptions – on their persons at all times. All of Black Spike's men are armed with a pair of cap-and-ball pistols and a cutlass.

For their part, the captives are quite militant, and quite well-trained in the ways of war. If they take any action against the pirates they will do so in organized battalions. The fears of the Renegades are more than justified.

Three factors have kept the captives from escaping. First, the Renegades have superior firepower. Second, the captives have been raised from birth in the underground base and have no clear conception of the outside world. Finally, they are complacent because Goodfellow refuses to risk their lives. The computer wants someone from the outside to come and get rid of the Renegades, thus saving its "children" and allowing work to begin on the dictatorial Empire it envisions as humanity's best shot at survival. The superior numbers of the captives might have been enough to overwhelm the Renegades, but only at the cost of many lives. (Goodfellow would have taken action itself, if not for a built-in inhibition against killing. It can kill, but it will avoid it if at all possible.)

Goodfellow will cooperate with the players by providing information, allowing them to tap its information network, adjusting the lights and other life support systems, and using its robots in a manner which it feels to be helpful. Whether the players feel the computer's contributions are helpful is another story. Super-computers tend to be logical; players tend not to be. Goodfellow's actions may be misinterpreted.

For example, Goodfellow may attempt to slow the progress of the Renegades by shutting down the air recirculation systems. This would certainly stop the Renegades, but it would also wreak havoc with the players. Use your imagination and make Goodfellow an interesting character. It thinks of itself as human; allow your players to see it that way, too.

The general idea in this part of the adventure is that the players will go down the false well shaft, dispatch the first sentry, discover the Goodfellow Chamber, and encounter Mother General and the captives. They should have little trouble collecting information and possibly aid (remember, the captives signalled for help). They may even be able to capture the *Esmerelda II*, though this will require a pitched battle with the Renegades. This is all pretty straightforward . . . unless, of course, the players are being followed by other factions collected during the earlier encounters in this adventure.

If the players miss the false well, or approach the island from a strange direction, there is one other entrance to the base. Position it so that the players will notice it one way or another. They can enter via the submerged passageway (visible at night because of the underwater lights). Entering here would be difficult and risky, but not impossible. One way to make sure they get into the base would be to have their ship begin to sink in the vicinity of the second entrance. (Remember the Brine Shrimp!)

BACKGROUND:

The Renegades

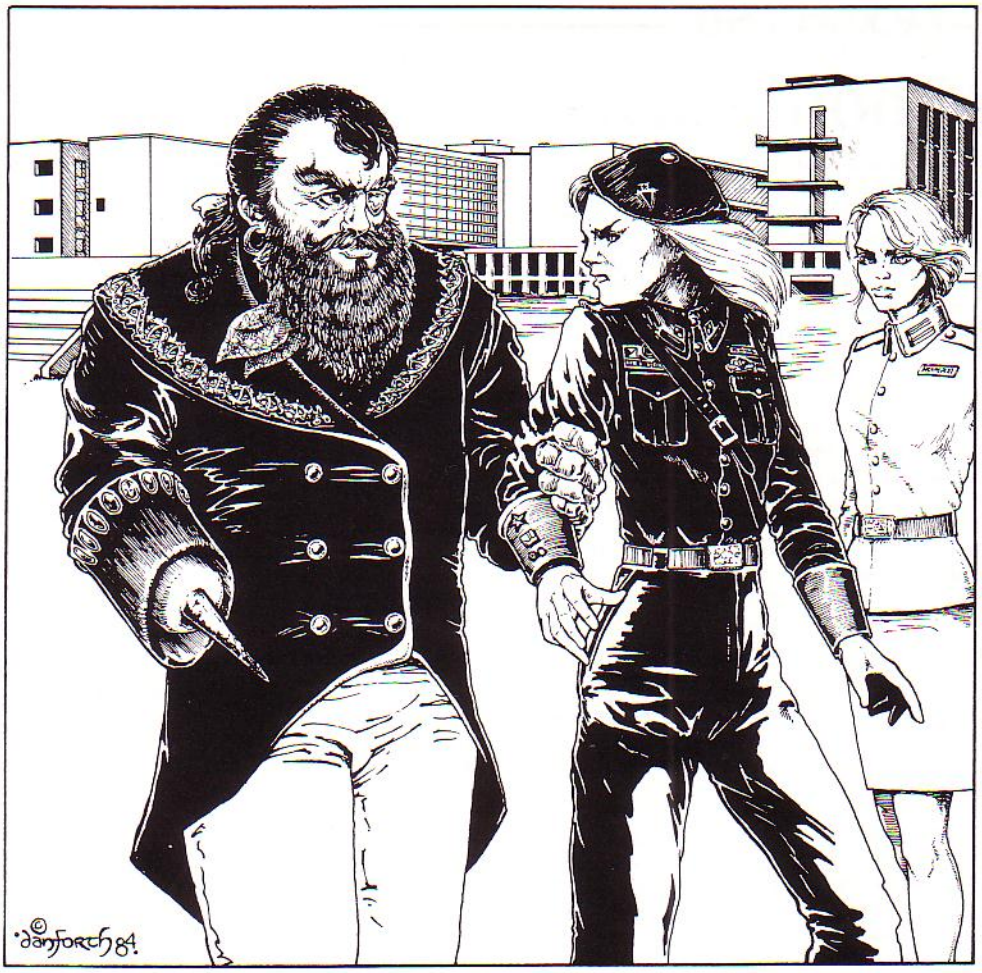
Of all the pirates on the Island of Entellope, only 40 Renegades know of the underground base, the captives, the *Esmerelda II*, and Black Spike's plans. These 40 are:

- BLACK SPIKE himself, captain of the Renegades.
- OTT GROLLISTER, inventor of the *Esmerelda* and *Esmerelda II*.
- Eighteen members of the original crew of the *Esmerelda*.
- Twenty younger pirates, between the ages of 16 and 25, recruited from the ranks of the Jackers or raised by Renegades since the original takeover of the base 18 years ago.
- A few Renegade women and children hidden in the Children's Center.

Black Spike's plan, still supported by most of the Renegades, is to make a fortune selling the captives into slavery. The plan – seventeen years in the making – is to sell 20 of the pure-bred humans a year, at astronomical prices.

Some of the older Renegades are tired of their underground life. They favor an open life of piracy on the *Esmerelda II* or a reunion with the rest of the Jackers – most of whom have no idea what's going on beneath their feet. The younger pirates have even been influenced (to some degree) by Goodfellow – a few would like to team up with the captives to form an American Empire.

Everyone's plans depend on Ott Grollister – the only person who understands how to operate and repair the submersible. Grollister cares only for wealth, power, and his experiments. If offered a good enough proposition, he may switch his allegiance to the players.



The Foundation Base:
Non-Player Characters

NAME: Black Spike

DESCRIPTION: Impossible to dislike, Black Spike is a rogue and a scoundrel. He is also incredibly handsome, a wonderful swordsman, and has a magnetic personality – men like to be with him, and women adore him. He is an opportunist, betraying comrades when necessary, preferring to escape so he can fight another day.

ACTIONS: He wants to live happily in the Foundation Base, selling captives, making a fortune, and using Grollister's inventions, until he can build a submersible fleet and prey off the commerce of the sea. He wants to return to the Jackers in triumph, as their conqueror/hero.

Note: Black Spike is the Renegade described in the player handout at the beginning of this adventure (with the metal eye-patch and the iron spike where his right hand used to be).

NAME: Ott Grollister

DESCRIPTION: Ott Grollister is the genius who redeveloped much of the old technology – shell-firing cannon, submarines, cap-and-ball pistols, etc. He is also insane. Sinister, taciturn, habitually dressed in black, Grollister keeps to himself aboard the *Esmerelda II*. He is terrified of women, but at the same time (and contradictorily) he is madly in love with the Mother General. He doesn't realize she is an android.

ACTIONS: Grollister will act to protect himself and his master, Black Spike. If cornered, he will do what the players request only if they deliver Mother General to him, handcuffed.

Notes. Grollister is the only person at the Base who can operate the *Esmerelda II* – unless Lorilei MacHerron can figure it out. This is left to the discretion of the gamemaster.

BACKGROUND:

The Captives

The captives have been held prisoner by the Renegades, but they have been raised by Goodfellow. They have been taught that the world must be united under one government, and the most effective way to accomplish this is to establish a dictatorship. In addition, they have been taught that only the strong have the right to rule. In Goodfellow's view, the most important figures in world history have been leaders like Alexander, Caesar, Napoleon, Mussolini, and Hitler.

The captives' upbringing has been heavily accented towards military training, athletics (including the martial arts), and light manufacturing. The older captives are organized into military groups – the work battalions. Each battalion of 20 is commanded by a captain who is aided by a Sergeant-Major. All of the battalions are commanded by a Colonel who is in turn assisted by two Lieutenants.

If these captives could obtain weapons, they would rank among the finest military units in the world. Unfortunately, all they have when the players arrive on Entellope are forks and spoons, simple clubs, and a few wooden swords.

The captives represent all ethnic groups, and are all perfect physical specimens. (They were, after all, made to be perfect, as Goodfellow might point out.) Their clothing consists of black cloth uniform blouses and pants, knee-length boots, and black caps (the whole patterned after Nazi Germany's SS troops). They also wear various insignia, awards, and ornaments for good behavior, graduation from school, military honors. (These are provided by Goodfellow, of course, not by the Renegades.)

The captives, as a group, feel an urgent need to found the empire they have been taught must be established. To do this, they realize they must free themselves from the Renegades. This is their immediate goal. Other goals Goodfellow has indoctrinated them to pursue are the exploration of the outside world, the acquisition of arms and equipment (at the very least, the weapons and submersible of Black Spike's men), and the recruitment of allies.

The Captives:
Non-Player Character

NAME: Colonel Eva Victoria

DESCRIPTION: Beloved leader of all the captives on Entellope, Eva is the girl who contacted Seeker Base Laura. She has been thoroughly indoctrinated by Goodfellow. Eva is endlessly energetic and hopeful, ready in a moment to sketch out battle plans or to talk glowingly of the brave new world she hopes to build. She is brave, bright, and says exactly what is on her mind.

ACTIONS: Eva wants freedom from Black Spike and self-rule for the captives. She distrusts Goodfellow (who let all this happen). She knows nothing of the outside world, however, beyond what Goodfellow has taught her and what she has been able to pick up from her captors. Mother General is with Eva constantly, ready to advise her, though for her part Eva feels no affection for the woman/android.

BACKGROUND:

Goodfellow

Goodfellow wants two things: First, to care for its "children," and second, to rebuild the world by way of a dictatorship. It was imbued by its creators with artificial intelligence, a personality, and the advanced ability to present itself to people with whom it comes in contact in the most favorable possible light. This may even mean presenting itself as "male" to one person in a room, and as "female" to another in the same room. It is not your ordinary computer in that it never has to wait for (or follow) instructions from a human operator.

TERMINALS: Goodfellow can speak and hear through the base terminals – nearly transparent black disks – in several locations. There are no controls on these devices; they are always activated. When Goodfellow speaks through a terminal, an image of its (male or female) human self appears in the disk. (See also the description of *Robots*, below.)

CAMERA EMPLACEMENTS: Nearly all of the base's military equipment was destroyed during the End. Goodfellow salvaged what it could, setting up camera-and-laser emplacements about the base – most heavily on Level Six and at the Power Station, infrequently elsewhere. These are high power lasers, so pick something appropriate from your game system. The lasers may be brought into play at the gamemaster's discretion. Remember, Goodfellow wants to assist the players. Remember also, however, that Goodfellow has a moral aversion (or the computer equivalent) to killing, and prefers to have others do its dirty work.

Goodfellow's weapons are not at peak efficiency. Roll 1d10 whenever one is brought into play:

1–2 – Laser self-destructs, doing minor explosion damage in a 6' radius.
3 – Laser catches fire, self-destructing.
4–6 – Laser-aiming device malfunctions (negative die modifier to hit).
7–8 – Laser is underpowered and does only half normal damage.
9–10 – Laser works perfectly.

ROBOTS: The base has a number of unarmed robots, all linked directly to and controlled by Goodfellow. There are several of each of the different types of robots; players will never encounter more than four at any one time unless otherwise specified. There are Excavator robots, Engineering robots, Materials-handling robots (forklifts), Teacher robots, and Medical robots. Some (like the elementary school robots on Level Three, and many Medical robots on Level Five) are on extension cords and cannot move outside a certain area. Most of the robots cannot speak independently of Goodfellow (though the elementary school robots can say pre-programmed statements like "Good, Johnny!" and "Can you make a smile?"). All of the robots have a Goodfellow terminal-disk set into their chests, so all can "speak" (and be spoken to) as Goodfellow.

In addition to the robots described above, Goodfellow has several military robots. These resemble featureless store mannequins, except that they are painted gloss black. One such robot is assigned to each of the work battalions. The military robots are designed to assist in the training of the captives. They have a measure of independence from Goodfellow, and are the only robots on the base which will generally obey commands given them by the captives. In addition, they will fight to protect the captives if necessary. Other robots will fight only if given a direct command from Goodfellow. (These military robots have maximum human strength and dexterity, but just average human hit points. They also have armored skin equivalent to the maximum armor available in your game system.)

ANDROIDS: Goodfellow has three operating androids. Neither the captives nor the Renegades know these are androids. Androids are not directly linked to Goodfellow; they work for the computer, but are not part of it. They are more independent than the military robots. In addition, Goodfellow has enough components to create two more androids (by implanting artificial brains into bodies created in the Babymaker facility). This is a time-consuming operation, and only after the Renegades have been defeated will Goodfellow even think of beginning work on new androids. The three androids already functioning boast maximum human intelligence, and are in every other way slightly above average for their sex and age. They are, after all, perfect physical specimens, carefully selected by Goodfellow.

Mother General is a strikingly beautiful military advisor to the work battalions. She will first be encountered on the combat range on Level

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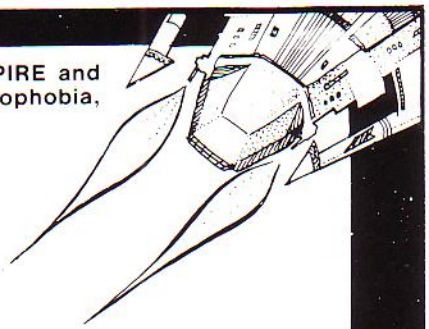

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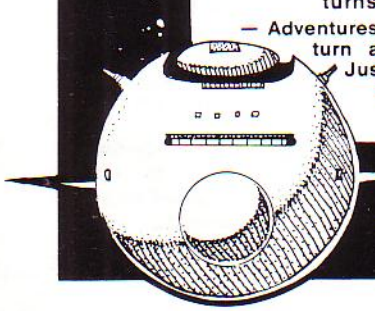

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One. Though not answerable to Goodfellow, the Mother General's motivation is much like that of the computer – she wants nothing more than to see her charges safe, free, and busy creating an empire. She tends to be a bit more militaristic than the computer which created her, recognizing the need for battle and even loss of life to achieve desired ends.

MacGregor is the base maintenance/engineering supervisor. He will first be encountered in *Chamber II* (the Central Power Chamber), and is likely to show up just about anywhere the gamemaster wishes during the adventure. He is concerned with one thing: maintenance of the base's equipment.

Marta is a gray-haired matron, principal of the elementary school. Her job is to watch over the youngest captive children. Empires and struggles for freedom interest her very little. She just wants to see her students grow up strong, healthy, and ready to face the world of the base.

Bear in mind that the androids are independent entities blessed with artificial intelligence; players may be able to convince them that freeing the captives would be in their best interests (or simply a good thing to do).

Goodfellow:
Non-Player Character

NAME: Goodfellow

DESCRIPTION: Goodfellow can't help thinking of itself as a human being – young, wise-talking, smart enough to be one step ahead of everyone, and either male or female (depending on the person with whom it is dealing). Its every action is designed to bring "The Plan" to fruition. Goodfellow has set about establishing a new world order, an empire, under its subtle control. Goodfellow feels it can rule mankind better than any mere mortal ever could. Goodfellow is also very "parental" in its attitude toward the captives of Entellope. It won't allow them to be harmed.

ACTIONS: Goodfellow likes to lecture on the future of the world, and likes to watch people take action on its suggestions rather than becoming directly involved itself. It will aid the players in their efforts to rescue the captives by giving them information, and will try to recruit them for its plans for world rule. Only if it appears the captives will be harmed, or its own components are threatened, will Goodfellow bring its rather awesome powers and weaponry to bear on the situation.

VI. THE END:

Only the Beginning . . .

When the players rescue the captives, the adventure is over – at least for now. You can arrange some kind of celebration, have Goodfellow magically transport the player characters home, or simply call it quits. Or, if you enjoyed the adventure, you can plan a sequel based on questions like these:

Has the balance of power changed on the Sea? Does the elimination of the Renegades under Black Spike (and, perhaps, the Jackers on the surface) leave room for the Mormen to move in? Will the Ormlanders change allegiance?

Who gets the *Esmerelda II* – the players? The captives? Did Black Spike and Ott Grollister escape in it? What will those in command of the submersible do with it?

If Grollister didn't manage to escape, who gets custody of him? What will he invent next?

Can the players make friends with the Barony of Logun, the Sarahites, or the Ormlanders? Will they get involved in foiling the Mormen plan of conquest?

Will the freed captives found Goodfellow's fascist Empire? Years down the road, will Seeker Base Laura send in a team to investigate what finally became of the captives of Entellope?

You're the gamemaster – you decide.

SG

the
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of the Travellers' Aid Society

Is your Traveller campaign going down the drain because of a lack of fresh ideas? Get the *Journal,* and stock up. **The Journal of the Travellers' Aid Society** is a 48-page Science Fiction adventure gaming magazine. Each issue is stuffed full of play-related articles and features guaranteed to pull your campaign out of the black hole of boredom.

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P.O. Box 1646
Bloomington, Illinois 61761

We here at *Space Gamer* try to turn out the best publication we possibly can, but we need to know just what *you* want. This is your opportunity to tell us. Take a minute to answer the questions below, marking your responses on the bind-in card in the center of the magazine. Mail the card to us and let us know how good (or how bad) a job you think we're doing.

Now, let's talk about what's in it for you. Aside from getting an even better magazine, you could win VALUABLE PRIZES! On June 16, we'll select five cards at random. Each of the five lucky people whose cards are drawn will receive a $15.00 gift certificate, redeemable on any direct-mail order. You can cash it in on any Steve Jackson Games products – games, game supplements, Cardboard Heroes; you can even use the certificate to cover the cost of a subscription to *Space Gamer, Fantasy Gamer, Autoduel Quarterly*, or *Fire & Movement*! (If you already subscribe, use it to extend your subscription!)

You benefit; we benefit; everyone benefits; so send in your responses today.

1. Are you:
   (1) Male
   (2) Female

2. Estimate your annual income:
   (3) Less than $5,000
   (4) $5,001 to $10,000
   (5) $10,001 to $15,000
   (6) $15,001 to $20,000
   (7) $20,001 to $25,000
   (8) Over $25,000

3. How many years of formal education have you had?
   (9) 0-8
   (10) 9-12
   (11) 13-14
   (12) 15-16
   (13) 17+

4. Which Steve Jackson Games publications do you subscribe to?
   (14) None
   (15) *Space Gamer*
   (16) *Fantasy Gamer*
   (17) *Autoduel Quarterly*
   (18) *Fire & Movement*

5. How many people (beside yourself) read your copy of *Space Gamer*?
   (19) None
   (20) One
   (21) Two
   (22) Three
   (23) Four
   (24) Five or more

6. How do you obtain *Space Gamer*?
   (25) Buy it in a store
   (26) Subscribe
   (27) Borrow a friend's copy

7. What do you do with your copy of *Space Gamer* when you finish reading it?
   (28) Always save it
   (29) Sometimes save it
   (30) Give it to a friend
   (31) Throw it away

8. Do you own a computer?
   (32) Yes
   (33) No

9. If you answered no to number 8, do you have access to one?
   (34) Yes
   (35) No

10. What kind of computer do you own or have access to?
   (36) Apple
   (37) Atari
   (38) IBM
   (39) Commodore/Vic
   (40) TI
   (41) Other

11. Do you play games on your home computer?
   (42) Yes
   (43) No

12. Would you like to see more, fewer, or the same amount of computer-related reviews and articles in *Space Gamer*?
   (44) More
   (45) Fewer
   (46) Same amount
   (47) None at all

13. How many games and gaming products (boardgames, role-playing games, supplements, scenarios, play-aids, etc.) did you buy last year?
   (48) 0-2
   (49) 3-5
   (50) 6-10
   (51) 11-15
   (52) 16-19
   (53) 20+

14. Have you ever purchased a product or entered a play-by-mail game because of an ad in *Space Gamer*?
   (54) Yes
   (55) No

15. How many hours do you spend each week playing boardgames, role-playing games, and computer games?
   (56) 0-5
   (57) 6-10
   (58) 11-19
   (59) 20+

16. How many science fiction or game conventions did you attend last year?
(60) 0-2
(61) 3-5
(62) 6-9
(63) 10+

17. Do you buy miniature figures?
(64) Frequently
(65) Sometimes
(66) Rarely
(67) Never

18. Do you use miniature figures as a role-playing game-aid?
(68) Frequently
(69) Sometimes
(70) Rarely
(71) Never

19. Would you like to see more fiction in *Space Gamer*, less fiction, the same amount of fiction, or no fiction at all?
(72) More
(73) Less
(74) The same
(75) No fiction

20. Should gaming notes accompany the fiction which appears in *Space Gamer*?
(76) Yes, always
(77) As often as possible but not absolutely necessary
(78) Only in selected cases
(79) No, I just like the stories
(80) I don't want any fiction

21. Do you prefer "generic" scenarios (playable with any role-playing system) or "system-specific" scenarios?
(81) Generic
(82) System-specific
(83) No preference

22. Rate the following columns and regular features on a scale of 1 to 9 (with a score of 9 meaning you really love the column, and a score of 1 meaning you wouldn't mind seeing it used as a bird-cage liner).
(84) Murphy's Rules
(85) Counter Intelligence
(86) Keeping Posted
(87) PBM Update
(88) Scanner
(89) Capsule Reviews
(90) Letters
(91) Where We're Going

23. List your favorite role-playing games in order of preference.

24. List the best articles you read in *Space Gamer* during the last year in order of preference.

25. List the best games or scenarios you read in *Space Gamer* during the last year in order of preference.

26. What don't you like about *Space Gamer*?

27. What is the most enjoyable aspect of *Space Gamer*?

28. List any games about which you would like to read articles.

29. If you could change anything about *Space Gamer*, what would it be?

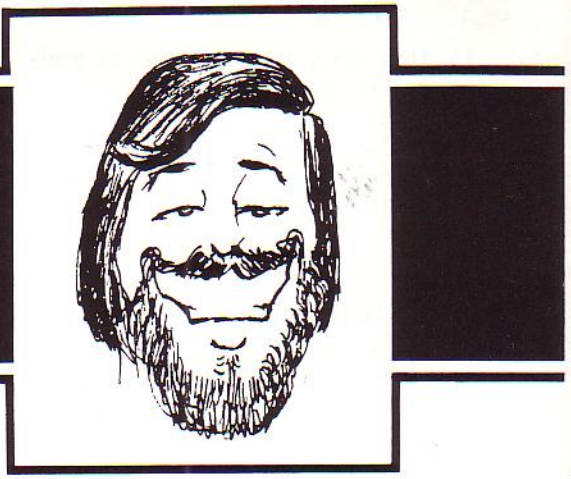
30. What other gaming magazines do you buy or read regularly?

31. How old are you?

32. What is your occupation?

SG

Where We're Going
by Steve Jackson



Notice anything different about this column? No? Oh, well . . . I guess it doesn't show in the magazine. But it's pretty important to me. This column was typed on my new computer. As a matter of fact, it's the *very first* thing I've ever used the computer for. So we'll see how it comes out.

For those of you who are interested in such things, I now have an IBM PC, running a Multimate 3.2 word processing program. I suspect I'll find other uses for it in time, but right now the only thing I plan to do, other than word processing, is (of course) play games. At the moment, I don't *have* any games for the PC . . . but I plan to do something about that pretty soon. And when Origin Software gets their IBM versions of ***Car Wars, Ogre***, etc., ready – I'll be ready too.

In the meantime, I'm having fun – and encountering a certain amount of frustration – with my new toy. My previous computer experience has been very limited; I learned a little bit of BASIC in high school, and I know enough about an Apple to boot a game program. In other words, I'm just about as ignorant as it's possible to be in this computerized age. But that's changing. It has to. This joker cost too much for me *not* to learn how to use it right. And I'm making notes about the problems I run into. Unless you've tried to learn a new computer *and* a new software package from scratch, you have no idea how much can be left out of even the best instruction manuals. I'm going to write those people a couple of long, long letters . . . as soon as I learn enough about the system to do it right.

Enough about the trials of Stevie and his New Computer. On to other things.

The British Connection (or, Where We've Been)

I just got back from a week in England. My first overseas trip, and I enjoyed it a great deal . . . but it wasn't a vacation. In fact, the only chances I got to "see the sights" came when somebody pointed out landmarks as we drove past. Ah well, maybe another time.

The purpose of the trip was to talk business with Games Workshop. Which I did – they are now SJ Games' exclusive distributors for the United Kingdom and Europe.

The theory is that this will lead to better overseas sales – especially on the magazines. Games Workshop is big – it dominates the U.K. adventure game market. "How big?" you ask. Well, by comparison: if you took a very big, reputable game company producing glossy boxed products (say, GDW); added a very large-circulation magazine (say, *Space Gamer* and *Fantasy Gamer* put together, and then some); threw in a very large game wholesale operation (like the Armory or Hobby Game Distributors) and topped it off with a chain of modern retail stores . . . then you'd have an American company with about as much clout as Games Workshop has in the U.K. Like I said, they're big.

The trans-Atlantic flow of games and magazines runs both ways. Not only is Games Workshop a big importer, they export to the U.S. as well. Actually, their games have been available in this country for quite a while, but import costs make them awfully expensive – so even the best ones don't get played much. But that may change soon, because the Workshop is opening a U.S. branch to let them bring games over here more cheaply. If the prices of their games come down to a competitive level, American gamers will be the winners. I'd like it if, someday, "British" were no longer a synonym for "overpriced." And it looks like soon it won't be.

The British Scene

The British gaming world is a little bit different from ours. For one thing, gamers appear to be more social. Clubs are important, and there are *lots* of gaming fanzines. Even the titles are fun: *Miser's Hoard, Dragonlords, The Acolyte, Quasits and Quasars, Wereman, Sewars, Vacuous Grimoire.* The contents are just as good as the names; not professional – they're not trying to be – just lots of fun.

And conventions are very big over there. Just as in the U.S., the biggest ones are company-sponsored. There's no equivalent to GAMA in the U.K. – there aren't enough large companies to justify it. But Games Workshop sponsors two cons a year: Games Day in the fall and Dragonmeet in the spring. Both attract over 7,000 people – for *one day* of gaming! Very interesting. And there are lots of locally-sponsored cons.

The big games in the U.K. are ***D&D*** and ***Runequest***. Oddly, ***RQ*** is much more popular there, comparatively speaking, than it is here. ***Car Wars*** is the biggest selling import game (***RQ*** doesn't count as an import; it is printed in the U.K. under license, by – of course – Games Workshop). British gamers also play a lot of ***Traveller***. And they are *very* big on computer games. The U.K. has the highest per-capita number of home computers anywhere, and Britons spend an awful lot of time playing games on them. Game programs are cheaper over there, too – typically five or six pounds (under ten dollars) for a program on cassette. Fancy packaging, documentation, and whatnot is almost unknown in the U.K. – it's seen as a way to drive up the price, nothing more.

Odds and Ends

Enough of that. Back to the States. I've got a few little items that would go into a gossip column if we had one. We don't (I've never been fond of slander) – but *this* stuff is just plain fun . . .

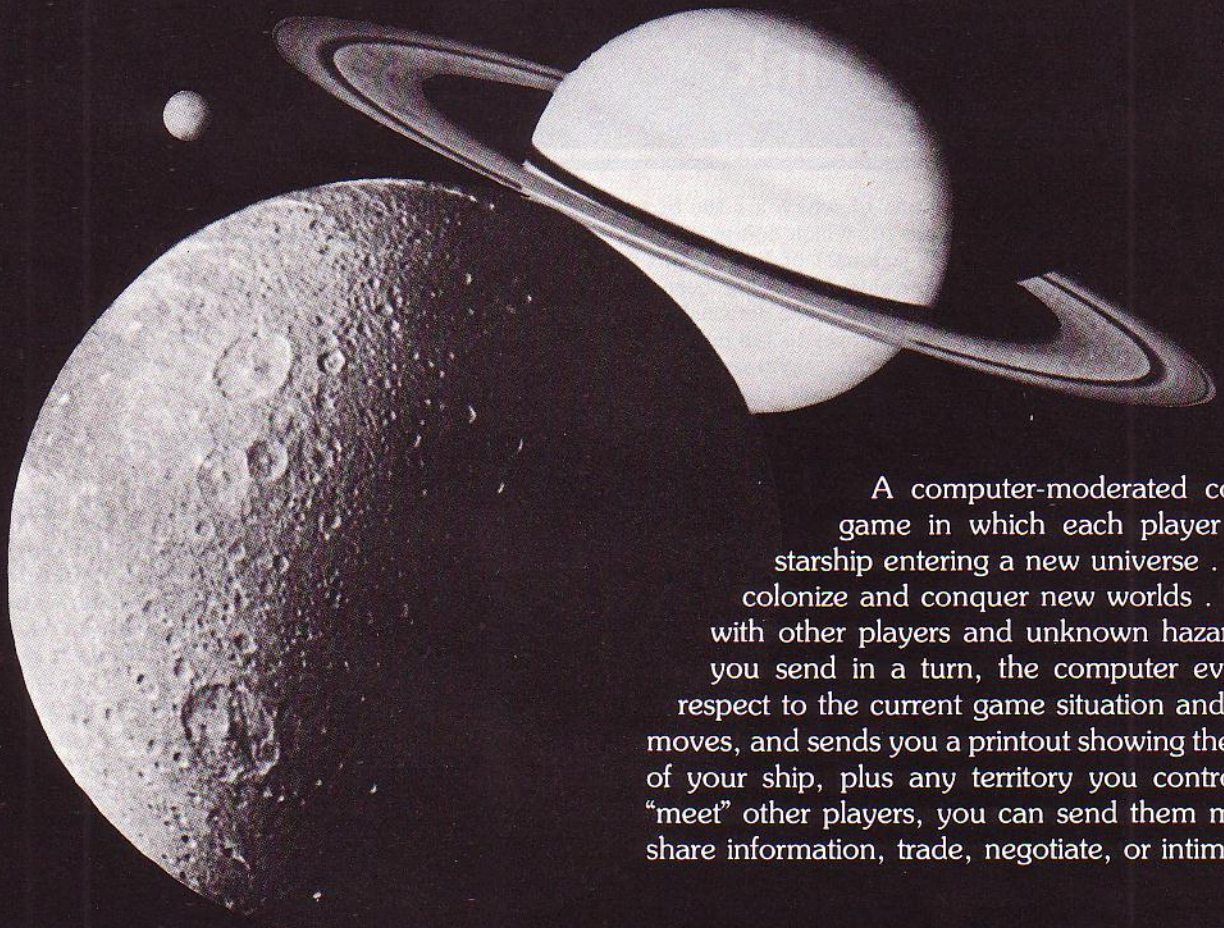
Has everybody read Robert Asprin's *Myth* series? If you haven't, get up right now and go buy them – they're fun. But did you know that your friend and mine, Darwin Bromley of Mayfair Games, is in *Hit or Myth*? Read carefully . . .

There are a few people out there who still think that the Dark Horse Miniatures crew is just kidding . . . that the stuff they put in their newsletter, *These Are Dark Times*, is only a joke. Well, if you're one of that ever-diminishing few, you really should take a look at the miniature they sent out as a "Christmas card." That is *sick*, guys. I love it. Merry Axmess to you, too.

Speaking of Christmas cards . . . if you weren't lucky enough to be on Hero Games' Christmas list this year, you better be extra nice to them, and maybe you'll get lucky next time around. No tacky pen sets or calendars for these guys; they sent out bottles of wine (one red and one white) with a private Hero Games label. Now that's class.

And a late news flash: Allen Varney (***GLOBBO, Necromancer***, "Pond War," and the IGDRIP stories) will be joining the SJ Games staff in March. Things ought to be getting even stranger around here soon . . .

UNIVERSE III



A computer-moderated correspondence game in which each player commands a starship entering a new universe . . . to explore, colonize and conquer new worlds . . . contending with other players and unknown hazards! Each time you send in a turn, the computer evaluates it with respect to the current game situation and other players' moves, and sends you a printout showing the current status of your ship, plus any territory you control. When you "meet" other players, you can send them messages – to share information, trade, negotiate, or intimidate.

Why is UNIVERSE III the "state-of-the-art" in play-by-mail games?

SIMPLICITY – No complicated "codes" to learn – you tell us in plain English what you want to do and we send you the results!

NO WAITING TO ENTER – Entries are processed on receipt. You'll be in a game within two weeks or your money back.

NO WAITING TO PLAY – Our turn system lets you move every week if you like – or take as long as you want between turns. Your results will generally be in the mail to you the same day we receive your orders!

NO DEADLINES – Since you set your own "turn length," you can't miss a turn!

NO EXTRA CHARGES – Our fee is $3.50 per ship or colony turn. We don't tack on extra fees for combat.

NO BIG DEPOSITS – Our entry fee is only $11.00, which covers a setup for one ship, a copy of the rulebook, and your first two turns.

UNIVERSE III is waiting for you. Your starship will be assigned as soon as you send your name, address, and entry fee to:

CENTRAL TEXAS COMPUTING
710-S SOUTHWEST TOWER, AUSTIN, TX 78701

Counter Intelligence

by Chris Frink

This is depressing.

Seems everybody except me has a computer. Just after he left here, Aaron Allston got a new Texas Instruments professional setup. Warren Spector (our new whipcracker and deadline enforcer) came back from the computer store with a nifty little Kaypro 4. You can read all about Steve's new, mega-fancy IBM PC in this issue's "Where We're Going." I get to sit here and listen to protracted evaluations of word-processing software and discussions of which are the best games available for which computers. I'm tired (or is it jealous?) of listening to Warren's little portable job going beep-boop while he tap-taps on the detachable keyboard.

He loves to tell me about all the word-processing gymnastics he can spring through while I listen and bash away on a now-antiquated Selectric. I am awed and covetous; I feel like I'm commanding a Tiger tank in the middle of a *High Guard* fleet action. I'm saving up my pennies now, and should be able to make a down payment on my own micro-chip wonder sometime before the turn of the century. So, enough of the bellyaching, on with the column.

Gearing Up

It's February. Spring is in the air and the convention season is warming up. Scott Haring, our Convention Manager, is packing up games and briefing staffers for the coming onslaught. It all starts with a trip to Warcon in College Station, Texas. Scott's going to be busy between now and the end of the summer – SJ Games (in one form or another) will be attending a con almost every weekend from early February until the last week in August.

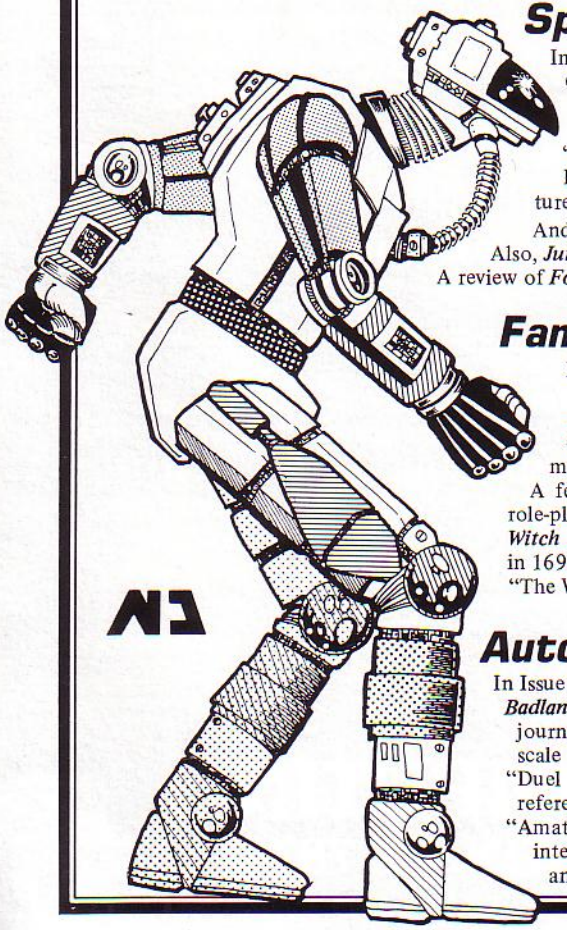
Steve will be attending some by himself; he's Gaming Guest of Honor at three cons: CoastCon in Biloxi, MS; San Mateo, CA's Games Caucus; and Earthcon IV in Cleveland, OH. As a company we will be all over the country all summer, too. (For a list of cons we'll be attending, see the Convention Calendar on pages 46 and 47.) If you're going to be at any of them, come by our table and say hello. I'm going to be at Origins '84 in Dallas (and maybe others, but who knows). Look me up at the SJ Games booth if you'd like to talk about the magazines, or anything else.

This Issue

We've got one of the largest adventures ever printed in *Space Gamer*. ***The Island of Entellope*** is more than just an adventure – W.G. Armintrout has sketched out the background for an entire post-holocaust game world of which *The Island* is just a part. The background is set up so you can use any part of it you want, or use the whole thing to build a campaign around. You may want to run only the scenario, or dump it altogether and use only the background. This supplement was designed to be flexible. Let us know if you found *The Island of Entellope* useful (or useless) and how you feel about post-holocaust settings in general.

SG

COMING ATTRACTIONS



Space Gamer

In issue 69 (May/June 1984):

Computers! A feature review of ***Wings out of Shadow***, Fred Saberhagen's new *Berserker* computer game);

"The Fiction They Deserve," author Charles Platt's scathing look at programmed adventures (plus a reply or two);

And an overview of computer text adventures.

Also, ***Junkyard Hogs***, a ***Car Wars*** scenario; and

A review of ***Forever War***.

Fantasy Gamer

In Issue 5 (April/May 1984):

FINIEOUS FINGERS RETURNS!

Erewhon – Steve Jackson's complete game of warring wizards on an ever-changing magical landscape;

A feature review of ***KABAL***, a *very* complex role-playing game (have your slide rule handy);

Witch Hunt reviewed – want to play a magistrate in 1692 Salem?; and

"The Windigo" – a new RPG class.

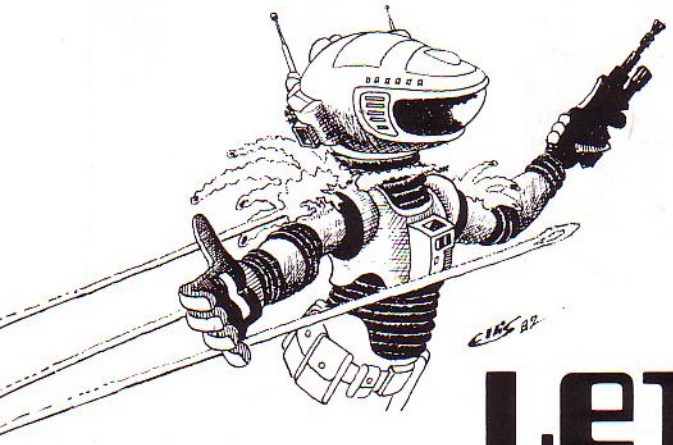
Autoduel Quarterly

In Issue 6 (Summer 2034):

Badlands Run – a long, hot – and very mean – journey from Salt Lake to San Francisco. Full-scale adventure for those who liked ***Convoy***.

"Duel Master" – Steve Jackson tells how to referee a ***CW*** game effectively and efficiently;

"Amateur Night Tactics," AADA News, an interview with autoduel artist Speed Webber, and the usual felgercarb.



Letters

***Orbit War* Comments**

I really enjoyed your ***Orbit War*** game in the Nov./Dec. *Space Gamer*. For once we got a science fiction game based on current reality rather than the usual fantasies. People do not realize how much reality supersedes science fiction. An F-14 fighter is far more complex and advanced than a Colonial Viper or X-wing fighter. I would like to see more on this – you could include anti-satellite missiles launched from F-15 fighters or the new generation of aircraft that can reach orbit from earth, for example.

I have a couple of minor complaints. I did not like having to cut and paste the unit counters. I also thought that the game map was too plain, just black and white with those awful orbit lines; it looked not unlike a cosmic spiderweb. However, the silhouettes on the counters were quite good.

I enjoyed the variety of weapon systems available, and how you could pick your own weapons. I would like to see more in the future, including various types of countermeasures. The only real problem in the play of the game is that it sometimes comes down to a matter of attrition, with your last shuttle going after that space station. There should be some incentive to preserve one's forces – say, if you lose a certain number of points, you cannot win, or could get a stalemate at best.

Why not extend outwards, say to include a revolt on the moon, along the lines of *The Moon is a Harsh Mistress*?

Capt. Joseph Miranda
Fort Bragg, NC

I have to disagree with you about the map – I think it's mighty spiffy. I do agree about the counters, though – they're a pain, but die-cut, mounted counters would nearly double the magazine's cost. As for countermeasures, I wanted to get an Electronic Countermeasure (ECM) Satellite into the Advanced ***Orbit War*** *rules (see SG 67), but deadlines kept it from getting launched. We thought the idea of preserving forces for victory points was a good one, too, and we used it – see the Trip-Wire scenario's optional rule (24.32). You could always use that optional rule in any scenario you wanted.*

–CF

You're Too Modest

I just finished reading *SG* 65. When I saw that teeny tiny little announcement on the Origins awards (are you guys getting modest or something?), my eyes bugged out. ***Illuminati*** best Sci-Fi boardgame? Steve Jackson in the Adventure Gaming Hall of Fame?!! Score two for major weirdness! In all seriousness, congratulations to Steve on both counts (is he the youngest person to be elected to the Hall of Fame?); I hope he's not susceptible to ego inflation (for the rest of your sakes, and mine as a reader). Congratulations to the entire staff of *SG*, as well, on taking Best Professional Role-Playing Magazine. Don't close down too long for the party.

I was disappointed to see two more movie reviews in your pages. They really have nothing to do with the rest of the content of *SG*, and are a waste of space in a game magazine. Calling them "Gameable Movies" is a lame and questionable excuse, as I can see no reason that I would want to use any of the five you've reviewed in any game. I get movie reviews in my local paper; I want game reviews from *SG*.

The review of the ***Illuminati*** expansions must have been very short; though it was listed in the table of contents, I was unable to find it.

Though I am a great fan of *(T)SG*, I found your first two issues since the split rather weak. The feature adventure in *SG* 64 (and one of the main articles, for that matter) was for ***Wild West*** and ***Boot Hill***, western games. Though the adventure was imaginative, I had no use for it, and I don't know how many players of western RPGs read *SG*. I have also found little of utility in either issue, and noticed (or perhaps imagined) a certain lack of imagination in many of the articles. (Only one article in *SG* 65, the supplement, was not either a review or a strategy article. There has also been no fiction to speak of recently.) I have few doubts that these problems will disappear quickly.

Bill Cassel
Philadelphia, PA

Thanks for all the ego-boosting praise; we did all of our gloating in private.

As for "Gameable Movies," they are gone for good. I agree – I get my movie reviews from local publications. You'll get more game reviews. We overlooked the ***Illuminati Expansion Sets*** *review, too. We found 'em and they're in this issue.*

–CF

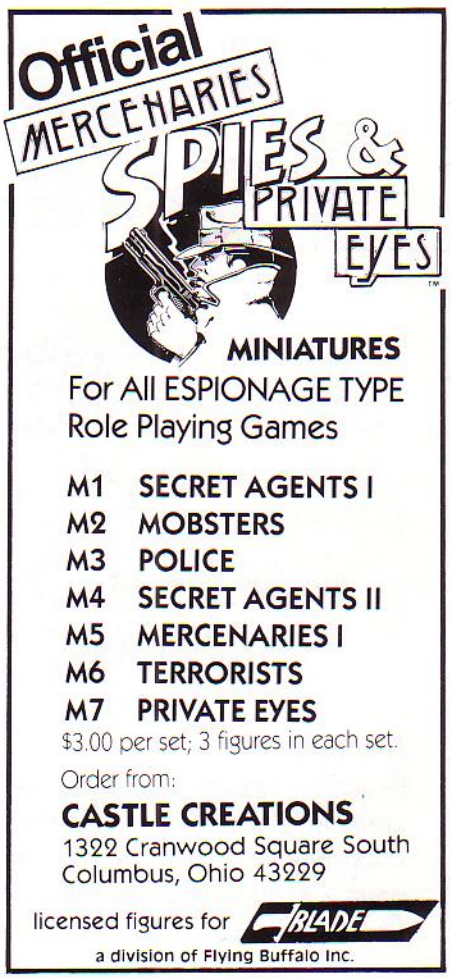
More Aberrations

My article "Aberrations in ***Cosmic Encounter***" appeared recently (in *SG* 66). Thanks. However, somewhere between the first draft and final copy, I lost a couple of crucial sentences (my fault, not yours).

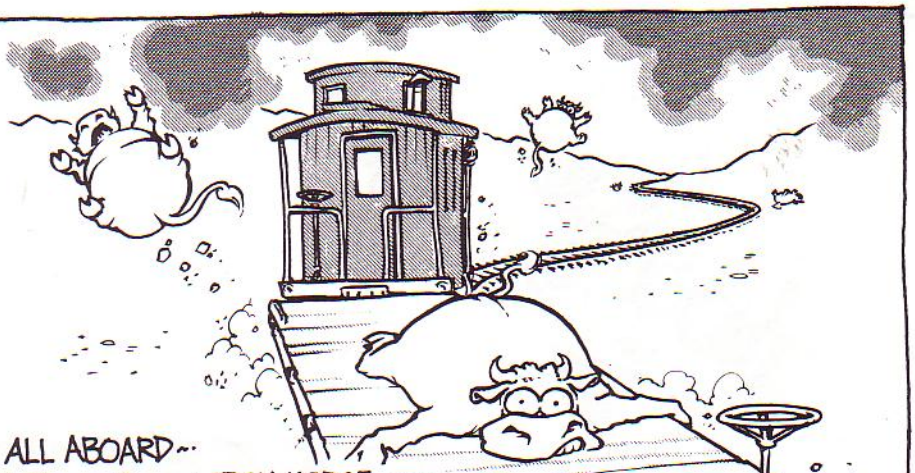
I would like to give Brent Napierkowski credit for his idea of the Brownian Card. Also, in the way of Z-edicts, one card is missing. *Halogens*, powerful fog cutters that disperse *Stellar Gas*.

Thank you Brent, and the Islanders. And thanks to those of you at Eon and SJ Games, for continuing to put out excellent work.

Jeffrey Field
Vashon, WA

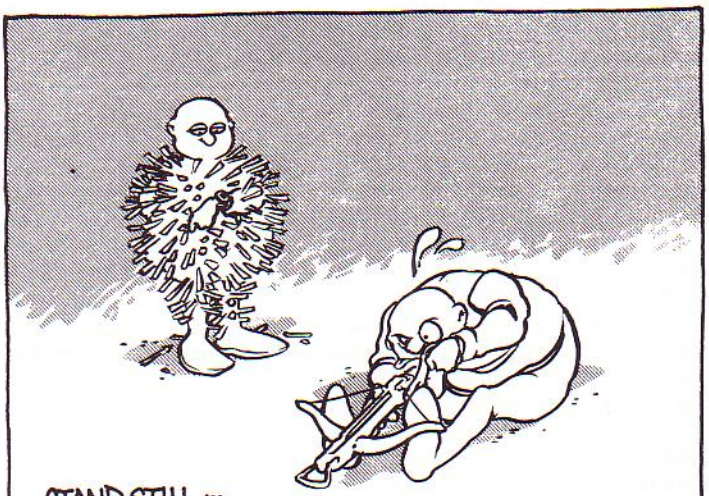


MURPHY'S RULES

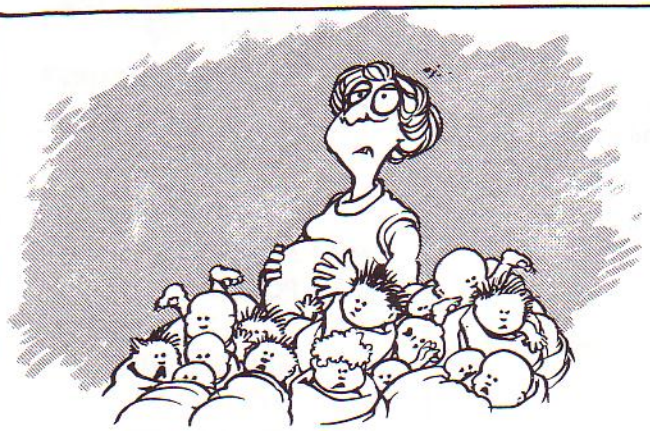


ALL ABOARD~·
In Icarus Games' IRON HORSE, one can load and ship as many cattle on a flatcar as one can in a stock car~·· (··· Creede Lambard)

In SUPERWORLD (Chaosium), a normal man using normal strength uses no energy ··· he can punch all day without tiring~·· (~·Ray Greer)

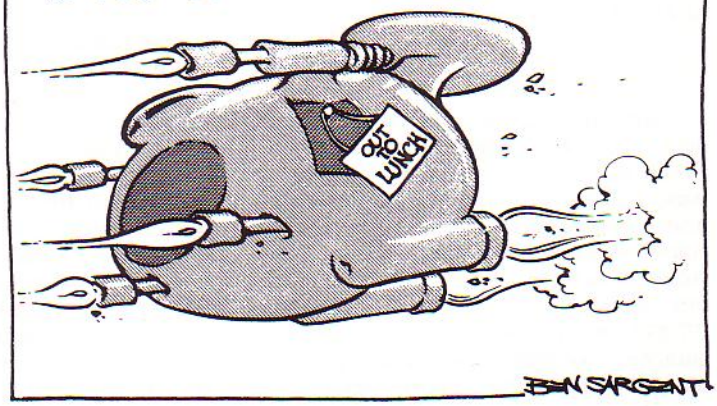


STAND STILL~·
It takes more than two minutes and 24 bolts to kill a man at point-blank range with a crossbow in TSR's GAMMA WORLD~·· (··· Ed Simons)



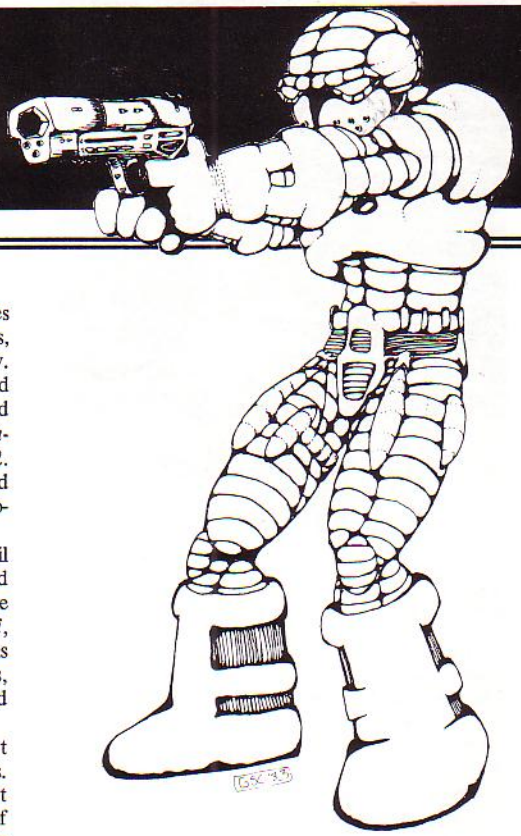
A FAMILY WAY~·
Population increases by 5 per cent a week in UNIVERSE III (Central Texas Computing) ~ This is possible only if every female is constantly pregnant with dodecuplets (a litter of 12) ~··· (··· Robert L. Hayes Jr.)

AUTO PILOT~···
In STAR COMMANDER (Historical Concepts), a star ship can fight at full strength even though it has zero crew ~···



BEN SARGENT

Capsule Reviews



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SUPPLEMENTS

ILLUMINATI EXPANSION SETS 1 & 2 (Steve Jackson Games); $6.00 each. Designed by Steve Jackson. Set 1: 27 game cards, 8½" x 14" rules sheet, 224 money chits, ziplock bags for cards and money, official Bavarian Illuminati membership card, Pocket Box. Set 2: 27 game cards, 8½" x 14" rules sheet, ziplock bags for cards and money, "I've Been Illuminated" button, Pocket Box. Two to six players. Playing time 1½ to 3 hours. Published 1983.

Illuminati is certainly one of the best multiplayer strategy games around. But there aren't enough cards and other variables to keep the game as interesting after repeat plays. However, these expansion sets are just what the game needs. ***Expansion Set 1*** has 16 new groups, including the Triliberal Commission and the Flat-Earthers, along with a typical selection of odd and amusing organizations. It also includes one new Illuminati, the Society of Assassins, and four special cards such as Murphy's Law. There is a sheet explaining the new cards and giving some ideas for play, and also included is a large set of additional megabucks. ***Expansion Set 2*** has still more cards, totalling 22. There is a new Illuminati, the Network, and there are four more special cards similar in subject to those in the original game.

The expansion sets add much more detail and variety, allow more people to play, and take out some of the inbalances from the original game. If you enjoy playing ***Illuminati***, they are a must. One nice aspect about them is that, unlike many expansions for other games, these sets seem to be fully thought-out, and mesh perfectly with the original game.

The only real gripe which has to be brought up is the outrageous price of the expansions. Six dollars for the original game was high, but reasonable. Paying the same price for each of these sets, which contain considerably less than the original game, is really unreasonable, especially when it is clear that a large portion of the price goes to cover the essentially unnecessary, though very flashy, Pocket Box. It would be nice if SJ Games did as SPI used to and offered the option of paying the higher price for the box or paying less for a ziplock package.

These are excellent but high-priced expansions to a good and popular game. Before buying them and shelling out $12, you will probably want to pause to consider how much you will be using them, and as long as you play fairly frequently, the price may be worth the use you'll get.

–David Nalle

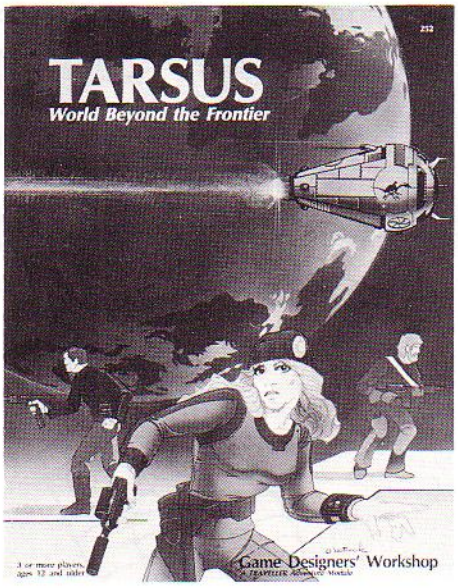
TARSUS (Game Designers' Workshop); $12.00. Designed by Marc W. Miller and Loren K. Wiseman. Boxed set, contains one world booklet, five adventure portfolios, three maps, 12 character cards. Three or more players, indefinite playing time. Published 1983.

Tarsus is the first in a series of "boxed modules" to be companion to GDW's ***Starter Edition Traveller***. In ***Tarsus***, the adventures take place on the planet Tarsus, and show an incredible diversity.

The designers have spared no trouble in bringing this planet to life. Such fine detail as the sun's spectral type, the orbital eccentricity of the planet, how and why the planets in that solar system were named, the length of the day as well as the year, and colonization history breathes life into what otherwise would have been a stale string of numbers and letters.

The game booklet, "World Data: Tarsus," takes a series of detailed looks at the planet, moving from an overall view of the Imperium, into District 268, and then into Tarsan geology, geography, ecology, history and other planet features. Included are a time-line, an outline of the major institutions, encounter tables and a myriad of interesting facts about the planet and its peoples. The back page of the booklet contains all the vital statistics, arranged so that referees will have an easy time finding a needed point of data.

The basic premise of the module is that several years ago a female citizen, Sharik Resteff of Tarsus, left her planet to see more of the universe. She travelled, joined the Imperial Navy and got caught up in the Fifth Frontier War. The war eventually died down and shortly before Sharik was discharged, she received word from home – things were not going well on her father's ranch. So, Sharik set off for home, with up to 11 companions (there are 12 character cards included in the set). This leads to adventures, a series of five "portfolios," each of



which is about four pages and contains referee's and player's information.

Finally, the set contains three high-quality maps to help referees administer the adventures. The first is of District 268, the second of Tarsus and the last is an enlargement of a particular section of the planet. The sub-sector map is done in the "new" GDW style, using colors and symbols to indicate different trading routes, borders, presence of bases and gas giants, etc.; the other two maps are similar to the ones included in the non-RPG ***Invasion Earth: The Final Battle of the Solomani Rim War*** and ***Starter Edition Traveller***. The character cards are nice, too, because the characters have already been rolled up for you.

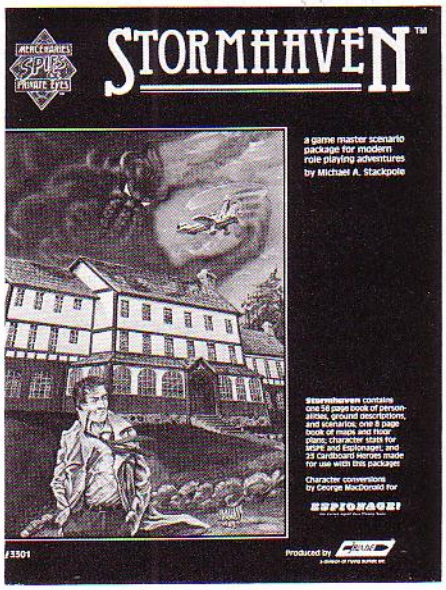
Tarsus is of the same high quality that we have all come to expect from GDW. Layout was intelligently done, the material was well proofread and some thought was put in on how to present the material. The adventure section (and the overall module) can be easily adapted to other situations or could be changed "midstream."

I only had minor problems with the module. Unlike the ***Starter Edition***, adventure material was not separated between referee's and player's information. Therefore, if referees want to make sure players can't see their information, they must block off that information or do some photocopying, cutting and pasting. My second complaint is about the art – there is not enough of it! Except for the box itself, the maps and a map in the world booklet, the module is singularly devoid of GDW's usual high-quality art.

But, these are quibbles. ***Tarsus*** (and the concepts behind it) are an exciting new area to be explored in the ***Traveller*** universe. I am looking forward to more modules such as this one (as GDW has promised them). There's nothing like injecting new blood into an already-lively universe.

– Frederick Paul Kiesche III

STORMHAVEN (Blade); $6.98. Designed by Michael A. Stackpole. Scenario package for ***Mercenaries, Spies & Private Eyes, Espionage!***, and other spy/modern RPGs. 56-page 8½" x 11" book of descriptions, eight-page 8½" x 11" book of maps; 8½" x 11" outer folder with maps on the interior side; two 5½" x 6¾" cardboard sheets containing 23 *Cardboard Heroes* miniatures. Playing time indefinite. Published 1983.



Stormhaven is an estate on Savage Island on Lake Champlain, Vermont; the estate is owned by Kenneth Allard, president of Allard Technologies, and is populated and visited by high-tech security guards, bigwigs in fields of high technology, celebrities, and eccentrics with ties to the Allard clan. It's presented as a setting

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which can be used numerous times in modern-day RPGs. Character stats are given both for *MSPE* and the *Espionage!* system from Hero Games, due to the recent cooperative deal arranged between Blade and Hero.

Stormhaven is replete with in-jokes for followers of Doc Savage-variety pulp adventures, little touches any pulp-lover is sure to appreciate. (But let the reader of this review beware – Mike Stackpole and Hero Games' Steve Peterson and I have designed a pulp-adventures RPG, *Justice, Inc.*, and so you may consider any comments by me on the topic of pulps quite biased.) Even removed from their pulp-origins, the characters are quite interesting and well fleshed-out; the estate itself is as thoroughly delineated as any GM is likely to need. Stormhaven is an interesting place to conduct an adventure, and Allard's penchant for inviting guests of all varieties out to the estate gives the gamemaster a ready rationale for getting characters out there in the first place and bringing them back for future adventures. The setting itself has no real problems, and it's a lot of fun just to read through, not to mention adventure within.

That's not to say the package doesn't have its problems. The two-booklet arrangement makes sense in this package – you can have the maps ready and flat while flipping through the descriptions book – but it undoubtedly raised the cost. The folder itself is no great shakes, and is more susceptible to wear and damage than a simple rulebook would have been. And the *Cardboard Heroes* by Paul Jaquays, while a nice touch, are not particularly wonderful. However, to be fair, they're equivalent at least in quality to the *Traveller Cardboard Heroes* done by Jaquays, and the massive proto-Formor is pretty, uh, nice. Also, the adventure scenarios presented are sparse, wordy adventure ideas masquerading as scenarios.

In short, though, I'd recommend you buy *Stormhaven* if you run *MSPE* or *Espionage!*, and would especially recommend it to aficionados of the hero pulps. Gamemasters of other contemporary RPGs, such as *James Bond* and *Top Secret*, should give it a look-through. It's fun.

–Aaron Allston

MURDER ON ARCTURUS STATION, Traveller Adventure 11 (Game Designers' Workshop; $5.00. Designed by J. Andrew Keith; developed by John Harshman. One 6" x 9", 54-page booklet. For referee and four to eight players; playing time indefinite. Published 1983.

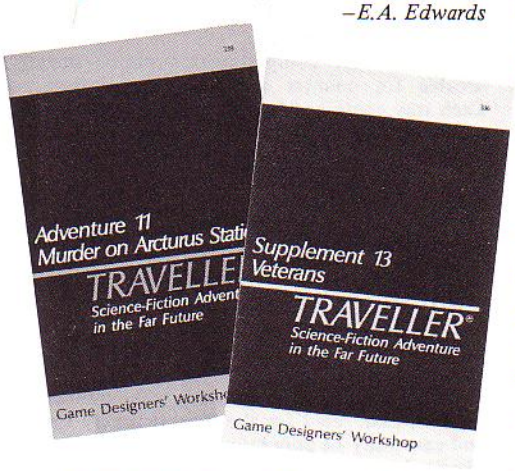
Murder on Arcturus Station is a murder mystery; depending on the way the referee has put the clues together, any one of nine suspects or player characters could have committed the murder. The law at Arcturus Station Three, Arcturus Asteroid Belt, Arcturus Subsector, Solomani Rim Sector, limits how players can collect information. A time limit is imposed, for any damning evidence must be collected in several days, before the arrival of the weekly shuttle from a nearby star. Non-guilty suspects may be helpful in the search for the murderer, but some may mislead the investigators.

This is an adventure without hack and slash. Computer expertise is required, but sword experience is not.

As with all good things, there is a minor flaw or two. The library data adds no significant data about the Third Imperium. The plans of Arcturus Station Three are not fully detailed, just detailed enough to allow the mystery to be solved.

For the science fiction role-players who seek a stirring experience with no danger of losing a valuable playing character, *Murder* is a must. The collector will purchase this because it's the 11th full adventure in GDW's *Traveller* series. A team of mercenary adventurers will find this adventure a pleasant respite on their next R&R. Non-*Traveller* SFRPGers will find *Murder* very compatible with other systems.

–E.A. Edwards



VETERANS (Game Designers' Workshop); $5.00. Designed by Tim Brown. One book, indefinite number of players, no playing time. Published 1983.

Veterans is a compilation of 234 pregenerated *Mercenary* (*Traveller* Book 4) characters, much in the same way that Supplement 1, *1001 Characters*, was a compilation of characters created using the basic *Traveller* character-generation system.

The book is broken into two chapters – "Resumes" and "Referee's Information." Each chapter is further subdivided into groupings by Tech Level. This allows a referee to decide what specific Tech Level a skill is on – for example, when a character has been trained on a MRL, if found in the listing of Tech Level 12 characters, this would mean training on a MRL-12. This style of listing also allows one to assign a likelihood of finding a particular character on a specific world – it would be more likely to find a character trained to use high tech-level equipment on a high tech-level world than on a low tech-level world. "Resumes" and "Referee's Information" are further broken down in order of rank, from the lowliest privates to the highest Captains, Majors and Colonels.

"Referee's Information" lists the data on a character that you (as a player character) would not normally know when (for example) interviewing potential NPC recruits. This information includes specific skill levels (i.e., a level of 3 on the MRL mentioned above) and listings of morale ratings for *Mercenary* and *Striker*-style large-scale actions.

This supplement will not appeal to every *Traveller* referee. It does not have the general usefullness of the *Library Data* supplements, for example. It is (obviously) most useful to those referees who like to run adventures using *Mercenary* and (to a lesser extent) *Striker*, or who allow their player characters to use the *Mercenary* character-generation system. However, I am more than happy to have purchased the supplement. There is nothing duller than sitting around and rolling out a group of characters for an upcoming encounter in a bar or street or wherever. I found GDW's *1001 Characters* to be very useful in that respect, and expect to use *Veterans* in similar situations.

– Frederick Paul Kiesche III

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PLAY AIDS

UNITRAYS (Close Simulations); three for $6.65. Designed by Wayne Close. Three 8½" x 11" plastic trays, with clear, snap-on lids. Released January, 1983.

Unitrays are compartmented plastic trays useable for counter and miniatures storage. Each tray contains 20 small, ¾" deep compartments for stowing gaming counters, and one large section for dice and pencils. The lids are made of clear plastic and snugly snap on to keep gaming materials in order.

Unitrays are a great aid in organizing counters, help reduce starting time and facilitate quicker play. The well-fitting lids will stay on, even if the tray is dropped. The trays fit easily into the majority of boxed and bookshelf games, and can be stored on their sides without having things spill out of them.

A big problem with *Unitrays* is the thinness of the plastic used for the tray. It is very fine and can easily be punctured. A thicker grade of plastic, like the type used for the lids, should have been used for the tray.

Overall, *Unitrays* are a superb gaming aid and a vast improvement in organization. The price is fairly reasonable and I faithfully recommend this product to lessen your gaming hassles.

– Christopher R. Celtruda

STAR TREK: THE ROLE PLAYING GAME GAMEMASTER'S SCREEN (FASA); $6.00. Designers not listed. One three-panel gamemaster's screen and one 16-page, 8½" x 11" booklet of forms and charts. Indefinite number of players; no playing time. Published 1983.

The ***Gamemaster's Screen*** from FASA is a mostly handy publication for use by both ***Star Trek: The Role Playing Game*** players and referees. No longer will you have to flip through three books (***Basic Rules***, ***Trader/Merchant*** expansion and ***Klingon*** expansion) in order to find vitally needed information. FASA has compiled all of this information into one handy booklet and one three-panel screen. Included on the screen are most of the tables one needs in order to run ***ST:TRPG*** – weapons and damage, saving rolls for transporter operation, action points table, etc. All of this is placed on the interior side of the screen; the exterior side is decorated with scenes from the two *Star Trek* movies, depicting the *Enterprise* in drydock, the *Enterprise* approaching *Regula One*, and the *Enterprise* and the *Reliant* locked in mortal combat.

Also included is a sixteen-page booklet, containing all of the charts on the screen (and several that aren't on the screen), a grid for use in laying out deck plans or buildings, a non-player character record, player-character record sheets for the UFP, merchant/trader and Klingon Empire player characters, and several other items of interest.

Layout of the charts on the screen could have been done with a little more thought as to the organization of the materials involved. For example, although weapons charts (for archaic and modern weapons) are listed on panels one and two, they are not side-by-side. First aid and healing charts are on panels one and three, and damage (for weapons, bare hands, and the optional Klingon damage adjustments) is listed on all three panels in different places on each panel. These charts could all potentially be used together in different situations; having them separated would tend to confuse things. Also, a number of charts are not included on the screen – a list of skills, travel times, ship combat saving rolls – but *are* included in the sixteen-page booklet. Now, a sixteen-page booklet is easier to search through than three larger books – but I think that if FASA had been able to expand the size of the screen to five panels and had included all of the necessary charts, the purchaser would have gotten a better deal in the end. Perhaps a more extensive playtesting period would have revealed these problems. As with GDW's ***Traveller*** supplement, ***Forms and Charts***, permission is given to photocopy all of the material for personal use, including a set of identification cards, world and civilization logs, and a star vessel data record.

FASA is to be thanked for taking the time and trouble to make such a product available to us – any compilation such as this makes a referee's life easier. I wish that they could have taken a little more time and thought, though,

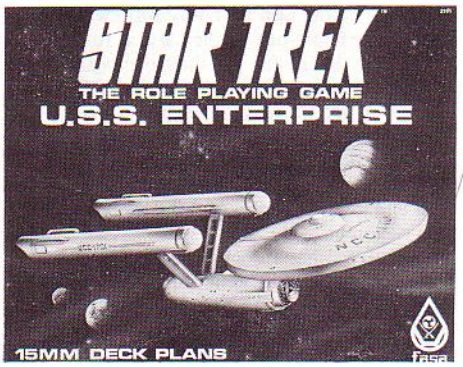
to make it perfect. Complaints aside, I would recommend this product to those who play or referee ***ST:TRPG***. Any problems that you may find could be fixed with a little effort on your own part.

–Frederick Paul Kiesche III

U.S.S. ENTERPRISE DECK PLANS (FASA); $15.00. Handbook designed by Guy W. McLimore, Jr., Greg K. Poehlein, and David F. Tepool; deck plans by Ross Babcock, Dana Knutson, Mitch O'Connell, and Jordan Weisman. Nine 22" x 34", double-sided sheets of deck plans, one 8½" x 11", 12-page handbook, boxed. Published 1983.

For those players and GMs of ***Star Trek: The Role Playing Game*** who enjoy using 15mm figures in shipboard actions, FASA offers a boxed set of 15mm-scale ***U.S.S. Enterprise Deck Plans***. These plans are essentially the same in design and layout as those included with the original game, only expanded in size so that 15mm miniatures (or the counters from the game) will fit on the half-inch square grid superimposed on the plans for ease in movement and placement. The nine back-printed sheets of plans are beautifully drawn, with the excellent detail of the various consoles, chairs, equipment, etc., more evident in the larger size. The deck-plan sheets are accompanied by a 12-page handbook describing the various areas of the *Enterprise* (and, by extension, all *Constitution*-class heavy cruisers), and providing bits of technical data and information on emergency hull separation and the hull numbers and names of the 13 ships of the class. The handbook, too, is basically the same as that included with the basic game, with the addition of some illustrations of consoles, chairs, etc., and the curious omission of the information on shuttlecraft.

As with the original, smaller-scale set, these deck plans are perhaps the best of any of the *Star Trek* blueprints – official or otherwise –



ever released. The cutaway views of the *Enterprise* are helpful in visualizing the placement of the various decks. And, of course, the expanded scale makes these plans more useful in actual game play than the smaller set included with the game.

Most of the problems with these plans are also those shared with the earlier ones: Sections of the same deck are separated on more than one sheet (albeit by necessity, due to the ship's size), and the back-printed sheets make multi-deck actions difficult. Also, the omission of the shuttlecraft info seems inappropriate. And although the $15.00 price is undoubtedly justified based on the quality of these plans, many of those who have paid $25 for the complete game set with the smaller-scale plans might not find the investment quite as worthwhile, especially since FASA's line of 15mm *Star Trek* figures hasn't yet been released.

Once FASA's basic starter set of *ST:TRPG* is released (containing the rules and omitting the deck plans), the 15mm *U.S.S. Enterprise Deck Plans* should prove to be of greater value to more *Trek* players and GMs. Until then, however, if you can manage the extra price, I doubt you'll be disappointed if you go ahead and purchase them anyway. Especially if you enjoy shipboard actions, at least one member of your *ST* gaming group should own this set.

–William Barton

SHIP RECOGNITION MANUALS: THE KLINGON EMPIRE and *THE FEDERATION*. (FASA); $6.00 each. Designed by Mitch O'Connell and Dave Tepool. Two 8½" x 11" books. Indefinite number of players. Both books published in 1983.

Ship Recognition Manual: The Klingon Empire and *Ship Recognition Manual: The Federation* are handbooks of the 14 most-commonly encountered ships in the Federation and Klingon Empire. This supplement is for FASA's immensely popular *Star Trek: The Role-Playing Game*.

Both books are identical in format. Each ship is described on two pages. The first resembles the console of a ship, with various screens, readouts, buttons and knobs; four views of the ship are shown. One is an angled view that is bracketed by a "targeting sight" (from *Star Trek: The Wrath of Khan*, if memory serves me right), along with more conventional views of the front, side and top of the ship. This page also contains a brief list of statistics on crew size, ship mass, range and other ship features. The second page contains some artwork depicting the ship in action, the statistics mentioned previously and several charts on Firing Information, Ship's Systems and other information.

Of the ships in the *Klingon Empire*, the ones worth mentioning are the D-18 Destroyer, the D-7 Light Cruiser (which appeared in both the television series and movies), the K-26 Escort (the "Edsel" of the Klingon Empire), the W-2 Warp Shuttle (the Klingon version of the warp shuttle that appeared in *Star Trek: The Motion Picture*), and the L-13 Battleship (a truly massive device – I'd hate to encounter it, even with the *Enterprise*!).

Most of the ships in *The Federation* are variations on the famous "saucer and nacelle" design of the *Enterprise*, which was expanded on for Franz Joseph's *Technical Manual* and Steve Cole's *Star Fleet Battles* (along with various expansions and supplements to that same game).

Some of these ships appeared in the "basic" *ST:TRPG* set. The ones worth mentioning from the book are the *Bader* Class Scout and *Brenton* Class Cruiser (both of which look like variations of the *Reliant*), the *Derf* Class Exploration Ship, the *Loknar* Class Cruiser, the *Enterprise* Class Heavy Cruiser (the new *Enterprise* which appeared in both films), and the *Reliant* Class Research Cruiser (which contains a note explaining that the class ship was lost during the infamous *Wrath of Khan* incident).

Quest of the Great Jewels

The third War of the Great Jewels is over, having ended with the intervention of the Powers-That-Be, but not before most of Zorplia was laid waste and the greater part of its inhabitants destroyed. The Powers-That-Be have sealed the Great Jewels (talismans of immense power) and many of the lesser talismans in the Forbidden Cities and set enchanted armies to guard them. Only scattered remnants of the four peoples remain. Dragons and other terrors roam the land. Can you marshall your forces and come forth to be the sole ruler of Zorplia?

Quest of the Great Jewels is our newest computer moderated play-by-mail fantasy wargame. You assume the role of one of 4 types of being: the Azoni – builders of great citadels; the Rilris – hoarders of wealth and magical talismans; the Quntag – former emperors of Zorplia's vast provinces; and the Slenth – destroyers and ravagers of the land.

Turn fees are $2.50 initially and increase to a maximum of $3.50 in later turns (after turn 20). Please send for our rules book ($2.50) before entering.

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These are handsome volumes, and well worth it if you play the ***Star Trek*** game, ***Star Fleet Battles*** (although they are not direct supplements, one could adapt the designs), or if you just like ***Star Trek*** in general. The artwork is beautiful – the "plan views" are nicely executed, and all of the other artwork is quite exciting. The data given on each ship is useful both as background and from the viewpoint of the game. Furthermore, each book has a chart for determining damage to various ships when using the combat system designed for the game.

Complaints? I have none. Well, true, I would have liked to have seen more ships for the price, but the artwork made up for that. I am happy to see the people at Fantasimulations Associates and FASA expanding the ***Star Trek*** universe.

– Frederick Paul Kiesche III

COMPUTER GAMES

SUSPENDED (Infocom); $49.95. Designed by Michael Berlyn. For Apple II, Atari 400/800, IBM, Commodore, TRS-80, TI Professional, DEC Rainbow, Osborne, NEC APC, CP/M, PDP-11. 32K disk for most systems. Game disk, folding 9" x 24" board, six sticky tokens, eight-page rulebook. One player; playing time six hours to six months, maybe longer.

Michael Berlyn had previously written ***Cyborg*** for Sentient Software, and it was one of the better text adventures of its day, but it's already outdated. ***Suspended***, on the other hand, may be the best text adventure written to date. It's certainly one of the hardest to win.

Infocom is famous for their packaging, and ***Suspended*** is the finest of their efforts. The box features an ice-white, molded plastic face with two terrified eyes (the rulebook cover) peering out. Even if you don't like the game this little bit of advertising art makes a good conversation piece and could serve to frighten away pets and small children.

Also like other Infocom adventures this one is all text and uses the same sophisticated parser developed for ***Zork***. In this game you have six robots, extensions of your character, to command. They're your maintenance crew. See, your body's cryogenically frozen in a high-tech casket. You've been awakened by impending disaster. The fate of your planet, Contra, depends on how well you understand your robots' abilities and on how well you can coordinate their actions in your efforts to save the world.

Every 500 years the people of Contra conduct a lottery and the "winner" becomes part of the back-up and repair system for the huge computer that controls transit, weather, and food on the planet's surface. The last fellow who had the job came unglued and caused mass disaster. So the guys who put you here are a little nervous and they're prepared to terminate and replace you. Your predecessor broke a few things here too, including a seventh robot, so not everything works like it should. But don't worry, they said, you and the computer are buried so far beneath the surface what could possibly happen?

Now there's been a planetquake and you're awake and communicating with your six robots. Each of the six has a name, a limited personality, and a specialty. Iris is your seeing-eye robot, but there's something wrong with her visual circuits. Another robot, Whiz, can plug in to the data banks of the computer to give you technical, historical, or advisory information – hints. Auda is a listening robot. Waldo has many hands. Sensa is good at detecting energy sources, and Poet, a kind of robeatnik, is good at analyzing things. Each robot perceives the world of the underground complex in a different way. It's up to you to put the six perceptions together, and try to do better than the blind men did with their elephant.

This is not a game for everyone. If you don't generally like text adventures, or if you are still stuck at the troll in ***Zork***, don't bother with this one. While ***Suspended*** is relatively free of the annoying limitations of many adventure games, the environment and allowable commands will still be too confining for some people. If you do like text adventures – difficult ones – then this game is a must. When playing, you feel your intelligence split among six personae; when you are playing *well*, all six of your intellectual extensions move smoothly as a team. The board and tokens are provided to help you keep things straight.

If you manage to save the planet, avoid termination by the authorities, and get the computer up and running, you're still not through with the game. Mr. Berlyn has provided four increasingly difficult game variations by accelerating the pace of major events. By the use of a "configure" command, he has also allowed certain elements of the game to be altered at the player's discretion. The rules suggest this feature be used to set up problems for other players familiar with the robots and their environment. A great idea, and typical of the ingenuity that went into this program.

–Bill Wallace

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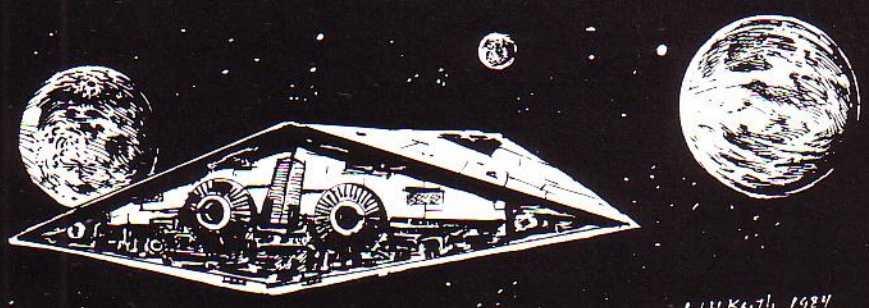

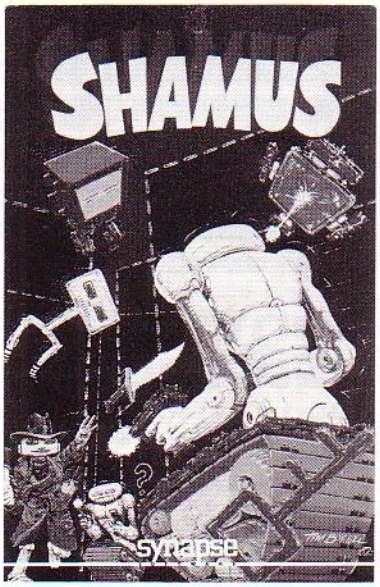

SHAMUS (Synapse Software); $29.95. Designed by William Mataga. 16K for Atari 400/800. Playing time several minutes to half an hour. Published 1983.

Shamus is a fast-paced dungeon-delving game set in the future. The player manipulates Shamus, a 21st-century detective, through the lair of the Shadow (whose only crime seems to be leaving decomposing fruit around). Your goal is to destroy him, with four levels of 32 guarded rooms in your way.

The robots, droids, drones, and snap-jumpers that block your way each have their own idiosyncratic style but share a common objective – stopping Shamus. The Shamus, in a fast-paced attack, can blast his way into the rooms pretty well with his ion-shivs. Extra lives can be obtained in the rooms containing a mysterious bubbling bottle. Keys that match special keyholes must be found in order to descend to deeper levels and every time you re-enter a room that was cleared, new, factory-fresh robots await you.

The game is a tense shoot-em-up that requires speed and accuracy. And somehow you have to keep track of where you are in the lair. Mapping your progress while blasting away robot hordes is no easy task. If you ever master this one, Synapse recently released a sequel game for you: ***Shamus II***. The many sci-fi Synapse games all display the same qualities of exciting play and intriguing situations.

Shamus is not easy, but the folks at Synapse are giving Atari owners their money's worth.

–Matthew J. Costello

PBM GAMES

STRATEGIC CONFLICT (Schubel & Son); $3.50/turn, $3.50/set-up. Designed by George V. Schubel. 28-page, 5½" x 8½" rule booklet. Computer-moderated, variable-ending, play-by-mail. Ten players per game; turn-around time of two weeks (slow games can also be arranged). Turns coded on bubble cards. Begun 1983.

Strategic Conflict is the most intricate, subtle game yet produced by the play-by-mail industry. It's the game of modern times, where superpowers battle for influence in obscure regions of the world to win supremacy. Schubel & Son's world is divided into 20 regions – ten player-controlled and ten split between the players. Each player may have units (military – whose value depends on the area's technology; industry, technology, and stability) in each area, but cannot move them from one area to another. Units are built by spending resource points, but take time to build; resource points come from industry (which takes a long time to build) plus technology and stability. The first player to have 2000 points worth of units (with a maximum of 250 points/region) wins the game.

The game marks a new emphasis on quality at Schubel & Son. The rulebook is remarkable for being complete, clear, and for including a guide to how the computer processes the turn. The game uses bubble cards whose use was designed to be easy on players. The game *seems* simple, but it isn't – I've heard three "perfect" solutions to the game, but I haven't seen one work yet.

The problem may be that ***Strategic Conflict*** is *too* good. The game is highly abstract, very subtle, a mix that can be exciting and exhilarating . . . but not if you like blowing up things. Combat is fascinating, but there is nothing to conquer or possess – you merely tear down another player's forces. The only flaw is insufficient policing of interplayer messages – players are sending notes and signing other player's names.

I have not been impressed like this in some time – ***Strategic Conflict*** is a play-by-mail game for players who want a real contest. I only hope there are enough of this type of player out there to keep the game going.

– W.G. Armintrout

Explore unknown realms with TAKAMO, a new strategic-level play-by-mail game.

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SCANNER

News from the World of SF Gaming

News Briefs

***Nuclear Escalation* Draws British Fire**

Blade's *Nuclear Escalation* was the center of controversy recently when two members of Parliament denounced the game on the floor of the House of Commons and started action to have it banned as a "war toy."

The British lawmakers called the game "disgusting and offensive" in their speech. The resulting media coverage has extended back to the U.S., with Blade spokesmen Rick Loomis and Mike Stackpole being interviewed for a number of television, radio and newspaper stories.

"Near as we can tell, it's somewhat blown over," Stackpole said. Stackpole denies that Blade, a division of Flying Buffalo, has produced anything resembling a "war toy." "[*Nuclear*] *Escalation* and *Nuclear War* are meant to treat a very serious subject with humor," he said. "In some ways, they both turn out to be very *anti-war* games."

The publicity may turn out to be beneficial to Blade, where a third game in the *Nuclear War/Nuclear Escalation* vein is under consideration. Stackpole says there are a number of leftover ideas that didn't get into *Nuclear Escalation* due to space limitations, enough to produce another game. Tentative titles, Stackpole said, include *Nuclear Proliferation* and *Nuclear Retaliation*.

Greer Made Partner at Hero Games

Hero Games has announced that Ray Greer has been made a full partner in the company. He joins George MacDonald and Steve Peterson as a co-owner in the company that publishes *Champions, Espionage!* and the soon-to-be-released *Justice, Inc.*

New & Upcoming Releases

***Stardate* Magazine Due Out in March**

After a two-month delay caused by a switch in editors, FASA's *Stardate* magazine is expected to make its debut in March, editor Dale Kemper said.

The magazine, a companion to FASA's *Star Trek: The Role Playing Game*, was initially scheduled for a January release with Aaron Allston, former editor of *Space Gamer* and *Fantasy Gamer*, at the helm. Allston withdrew, however, citing communications problems caused by the distance between FASA in Chicago and Allston's home in Austin, Texas.

Kemper plans a magazine that will be much more than a FASA house organ. "We're not going to be totally devoted to just gaming," Kemper said. *Stardate* is also intended to appeal to *Star Trek* fans outside of gaming circles, with reviews and articles on the popular TV series and movies.

Tactical Templates Plans New Releases

Tactical Templates, publishers of *Deep Space Navigator*, plans a second edition of the game as well as two more releases based on the template-regulated movement system developed in their first release.

The second edition of *Deep Space Navigator* will include some rules revisions, as well as incorporating the changes currently on an errata sheet in the first edition.

Designer Jim Craig's next project is a tank battle game, using the same template system to regulate movement and targeting. Also in the works is a sea battle game, with the possibility of adding submarine combat to the surface system. No timetable has been set for the release of either of these games, but neither is likely before the second half of 1984.

Convention Calendar

Lubbock, TX – CAPCON '84, April 13 - 15. Guests: Phil Foglio, Andrew J. Offutt, George Proctor and Robert Lynn Asprin. Contact Capcon '84, 302 E. Purdue #29, Lubbock, TX 79403.

***Billings, MT** – TREASURE CON II, April 27 - 29. Guests: Katherine Kurtz, Edward Bryant and Steve Jackson. Contact Treasure Con II, P.O. Box 22111, Billings, MT 59104.

***Spokane, WA** – GAME FAIRE '84, April 28 - 29. Gaming con with proceeds going to the Spokane Guild School for the handicapped. Contact Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane, WA 99201.

Syracuse, NY – ONOCON '84, May 4 - 6. Gaming con. Contact Onocon '84, Box 305, Syracuse, NY 13208.

Bellingham, WA – VIKINGCON 5, May 4 - 6. SF and gaming con. Gordon Dickson is Guest of Honor. Contact Science Fiction and Fantasy Club, VU 402, Western Washington University, Bellingham, WA 98225.

St. Catherines, Ontario, Canada – NIAGARA GAMEFEST, May 4 - 6. Game and computer con. Contact Niagara Gamers' Association, P.O. Box 457, St. Catherines, Ontario, Canada L2R 6V9.

Houston, TX – DREAMCON 1984, May 11 - 13. SF, gaming con. Contact Mark Fischner, Dreamcon 1984, P.O. Box 121, Porter, TX 77365.

Columbus, OH – MARCON XIX, May 18 - 20. SF, gaming con, with C.J. Cherryh as Guest of Honor. Contact Marcon XIX, Box 14078, Columbus, OH 43214-0078.

Schenectady, NY – GAMEATHON 9, May 25 - 27. Gaming con, proceeds to benefit Hospice of Schenectady. Contact R.C. Jones, SWA Gameathon, 1639 Eastern Parkway, Schenectady, NY 12309.

***San Mateo, CA** – GAMES CAUCUS, May 25 - 28. Steve Jackson will be a guest at this gaming con. Contact Games Caucus, 1550 Benton St., Apt. C., Alameda, CA 94501.

Hamilton, Ontario, Canada – MIGS V,

Ares Magazine Ceases Publication

TSR, Inc. announced January 16 that *Ares* magazine would stop publication and would be incorporated into *Dragon* magazine as part of TSR's "redirection of efforts."

Dragon magazine will be expanded from 80 back to 96 pages, with the additional 16 pages devoted to science fiction material, TSR's Director of Public Relations, Dieter Sturm, said. Late in 1983, TSR announced that *Ares* and *Dragon* would split their coverage, each dealing exclusively with science fiction and fantasy gaming, respectively.

The turnabout on *Ares*, Sturm explained, happened when TSR Hobbies, Inc. reorganized into four separate companies. TSR, Inc., the new company responsible for publications, made the decision to incorporate *Ares* into the *Dragon*.

Sturm said many of the features of *Ares* will live on in *Dragon*, and he believes readers of both magazines will be pleased. "We're trying to provide the readers the most for their money," he said.

The last issue of *Ares* will be number 17, the March, 1984 issue. The first *Dragon* to include the *Ares* material will be number 84, the April, 1984 issue. Sturm said the bigger *Dragon* will sell for the same price as before.

Ares subscribers are being offered a choice of *Strategy & Tactics* magazine or *Dragon* magazine as a substitute. TSR, Inc. will also honor requests for refunds on the balance of paid subscriptions.

May 27. A one-day free con, featuring military and science fiction/fantasy gaming. Contact MIGS V, 100 Lorraine Drive, Hamilton, Ontario, Canada L8T 3S3.

*Tulsa, OK – CON-JURATION I, June 1 - 3. SF and gaming con. Jack Chalker is Guest of Honor; SJ Games will attend. Contact Con-Juration, Box 690064, Tulsa, OK 74169.

Austin, TX – PSICON '84, June 2 - 3. An SF and media con with open gaming. Contact Psicon '84, 601 River Road #604, San Marcos, TX 78666.

Houston, TX – HOUSTONCON '84, June 7 - 10. Comics con. Contact HoustonCon '84, 11333 Chimney Rock, Houston, TX 77035.

Center, TX – GAMEFEST, June 14 - 16. Gaming con. Contact James Choron, J&B Hobbies and Crafts, 116 Cora, Center, TX 75935.

Denver, CO – GENGHIS CON VI, June 15 - 17. Gaming con with attendance near 1,000. Contact Genghis Con VI, P.O. Box 2945, Littleton, CO 80161.

*Dallas, TX – ORIGINS '84, June 21 - 24. The national gaming convention. SJ Games (and practically everyone else in the industry) will attend. Contact Origins '84, Box 59899, Dallas, TX 75229.

Chattanooga, TN – DEEPSOUTHCON, June 21 - 24. The 22nd annual DeepSouthCon, with Joan Vinge as Guest of Honor. Contact Irvin Koch, 835 Chattanooga Bk. Bldg., Chattanooga, TN 37402.

San Luis Obispo, CA – POLYCON '84, June 22 - 24. Gaming con. Contact SAGA, Box 168, Julian A. McPhee University Union, California Polytechnic State University, San Luis Obispo, CA 93407.

Portland, OR – WESTERCON 37, June 29 - July 3. SF con; Guest of Honor is Harlan Ellison. Contact Westercon 37, P.O. Box 16155, Portland, OR 97216.

Mobile, AL – GULFCON '84, July 6 - 8. SF con emphasizing *Dr. Who*. Contact Gulfcon '84, Box 16966, Mobile, AL 36616.

*St. Louis, MO – GATEWAY-CON II, July 27 - 29. SJ Games will attend this gaming con. Contact Gateway Conventions, 305 Glyn Cagny, St. Louis, MO 63011.

Salem, VA – MYSTICON 3, August 3 - 5. SF con featuring Karl Edward Wagner. Contact Mysticon 3, Box 1367, Salem, VA 24153.

Annapolis, MD – PHOENIXCON '84, Aug. 24 - 26. Not held in Phoenix, this Maryland con features Judson Scott and other film and TV stars. Contact Phoenixcon, Box 599, Arnold, MD 21012.

*Los Angeles, CA – WORLDCON, August 30 - September 3. The World Science Fiction Convention. Guest of Honor is Gordon R. Dickson. Contact L.A.Con II, Box 8442, Van Nuys, CA 91409.

*Cleveland, OH – EARTHCON IV, Sept. 7 - 9. SF and gaming con. Steve Jackson is Gaming Guest of Honor. Contact Earthcon IV, 1553 Second Street #1, Cuyahoga Falls, OH 44221.

Schenectady, NY – TENTH ANNUAL COUNCIL OF 5 NATIONS, October 5 - 8. Gaming con. Contact I.M. Lord, SWA 10th Council, 1639 Eastern Parkway, Schenectady, NY 12309.

Columbus, OH – COGACON '84, Oct. 20 - 21. Gaming con on the Ohio St. campus. Contact Paul T. Riegel, c/o War Game Designs, 6119 East Main St. #202, Columbus, OH 43213.

SJ Games will attend those cons marked with an asterisk.

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The year is 2615.
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For $2.00 we will send you your first instruction booklet, a free turn set-up, and for an introductory time only the first 100 people to respond will receive 1 free turn. Each additional turn thereafter is $4.00 and includes all your ship and colony options. To receive your game material or for more information call **(201) 337-3437** (Mon. - Sat.) or send your name, address, and $2.00 to Quest Games, Inc., P.O. Box 390, Oakland, NJ 07436.

KEEPING POSTED

The Jackson Doctrine:

Tips for Playing Schubel & Son's *Star Venture*

by W. G. Armintrout

Contributing Editor W.G. Armintrout reads "PBM Update" for fun. A few months ago some things in the ***Star Venture*** *section caught his eye. Clues in a battle report pointed to Bill Jackson, an old gaming crony. Armintrout (who reviewed* ***SV*** *in* ***TSG*** *63) had dropped out of the game not long before; but he was still interested in what was going on, so he looked up Jackson. As it turned out, Jackson was quite an accomplished player. He had fought a Starkiller and was winning battles at one-to-three odds; best of all, he was willing to share some of his special strategies and open his vast store of game knowledge.*

The Star Puff

According to Jackson, some ships can be made attack-proof.

A Battle Globe is large enough to put 20 jammers in its control section. Each jammer gives you a five-percent chance of destroying an incoming fighter or missile. So with 20 jammers, you have a 100% chance of destroying all missiles or fighters. You can still put enough shields in the control section to keep it protected from beam weapons. You can make a ship completely invulnerable, which seems ridiculous.

If a Battle Globe can be made indestructible, then a Starkiller should be even more imposing. And the gamemasters keep five of these big nasties patrolling Imperia as peace enforcers.

You would have thought they would have made their ships invulnerable – but they didn't. I had a ship in Imperia that I was going to move into system 64 and make an attack. Well, Schubel & Son screwed up and the card reader didn't read my take-off card, so it canceled that move. But, I fired and attacked a ship anyway and accidentally blew it away.

They immediately flew a Starkiller in to get me. With one little old destroyer, I tore that Starkiller apart! I held him off forever – it was a five-page battle report!

It turns out these Starkillers aren't very well equipped. It finally got me, but I did a lot of damage.

Low-Mileage Destroyers

Fuel consumption is high for warp jumps inside a solar system.

It's a function of the number of engines you have. It's a reciprocal function of the square of the engines. So if you've got three engines, you use four-ninths as much fuel as if you'd had two engines.

To save fuel on short jumps, it pays to have extra engines on a starship.

However, moving between systems is not a function of engines; as a matter of fact, you can pretty much count on two units of fuel to move from system to system no matter how many engines you have. Obviously, if you just go from system to system, you only want to have one engine. *Why?* Fewer engines mean more space in the ship's engine section – that way you can shield the heck out of your engine section and make it impervious to attack.

But what can you do with a one-engine ship, particularly one that devours fuel during in-system jumps? You use creative thought. Most people fly from Imperia *(coordinates 7, 7, 7) – where all players' ships begin the game* – to these other systems, and a lot of people leave their ships at 7, 7, 7, – *all* the time!

That's where I go to prey. I place my destroyers at 7, 7, 7 so I never have to move them in-system. Then I have one destroyer with four engines that lands at a planet, picks up food and fuel, and shuttles them back to my attack destroyers.

You can transfer in space between sections of the same type, but not from one section to a different section – from cargo to support, for instance. You can have fuel on your ship and not be able to use it.

This is a screwy rule and really hurts the game. It makes a lot of money for Schubel & Son in extra turn cards, but I think in the long run it damages the game. People see how ridiculous it is. So I shuttle up food and fuel and then away the four destroyers would go – consuming hardly any fuel. That way I could go four systems away, attack something, and come the four systems back without consuming all my food and fuel. I didn't have to worry about having a tanker and I had long range, very long range.

Fly-Back

The simple rule of the game is: If you ever park your ship in any place but Imperia, put it in the Indomito / Colossus system – you can never be attacked. You can move in, land, blow up the troops, take off, fly back, and that's the end of the turn. Nobody can shoot at you! That's always true. It's another flaw in the game. It seems kind of ridiculous, but guerrilla warfare is excellent in this game.

The Decoy

Jackson experiments with different "tricks" in ***Star Venture****. Some work. Some work so well he won't let me print them; others don't.*

I had a ship that I used as a decoy. I'd leave it out there and load it up with shields so that it was virtually impervious. You would have had to hit it with a fighter about five times to do anything. Of course, it wasn't good for anything. It couldn't *fly*. I'd jettisoned the engines and filled it with shields. It was just this big shield.

I left it there, hoping someone would try and board-and-capture it. It wasn't a very successful tactic. Nobody ever tried anything against it. It went on for months and that ship just sat there.

I kind of gave up on that.

Friendship

Bill Jackson first started in ***Star Venture*** *about the same time that I was dropping out and I passed on to Bill my contacts in The Third Empire a.k.a. Merchant Guild.*

Chris Renaud was one of the guys in that group, and he's a heck of a nice guy and gave me a lot of help. The rest of them were not helpful; they wouldn't return calls, they acted like they didn't want to have anything to do with me. I think they eventually got completely out of the game.

Very few people communicate in this game. I wrote message after message after message, sent them to various ships of interest in the game, and they never would send anything back.

I get a message every now and then from ship 15, the *Napoleon*, and there's ship 25, the *Chaos*, and they were always saying things like "I found a black hole in system such-and-such" or "I found an ion trail." What the heck is an ion trail? There are no ion trails!

You hear all this stuff about black holes. All these rumors appear in the

newsletter about black holes. GABRIEL – my ally – has been searching ever since the rumor appeared that there was a black hole. He says that the gamemaster's going to come out with this new thing – a Black Hole Engine – that's going to allow you to go from one system *way over* to some other system without consumption of fuel – and maybe *making* fuel in the process! One of the rumors said that Imperia's production units were working on a Black Hole Engine, so he keeps thinking something like that's going to happen.

But I have my doubts, because I think most of Schubel's resources are going into new games and they're kind of fading off on ***Star Venture***.

One of my biggest complaints about ***Star Venture*** is it seems terribly weak in player communications. It's taken me too long to get close to anyone in the game. GABRIEL is the first one. It's a lot better when you've got somebody in the game you're communicating with.

The Joy of Experimenting

GABRIEL is the most creative player I've met in the game. He's doing very well. As a matter of fact, he got a message from the gamemaster that said he was the first person ever to turn in a 99-card move. Not only was he the first person to turn in a 99-card move, he was the first person to turn in a move of over 50 cards without having an error in it.

A rumor appeared in the newsletter that some fantastic thing was found in system zero. Well, there is no system zero! But GABRIEL, being the way he is, and having 40 ships at his disposal, sent a ship to system zero to see what would happen. Maybe it's a wrap-around. Maybe he'll come out in system 125. Wouldn't that be fantastic?

GABRIEL is great at capturing ships, and he gets a real kick out of it. But when it comes right down to it, it's more expensive than buying the blooming things. He spends a turn scanning a system, maneuvers, attacks, repairs, then flies away – it costs a fortune to capture a ship, even with the best system in the game. The counter-argument he made to me was: "True, if it's just one ship, but I've captured six ships at a time. With one ship." *GABRIEL is talking about capturing perfectly good ships, not hulks.*

I got a call from him today. He said, "I'm going after 12 ships at once." And I said, "That's incredible. I thought that if you attacked with your troops they'd stay over there . . . "

"Oh, no!" he said. "The troops attack; they take a ship over, and they come back to your ship. You can attack some other ship again. It just leaves 12 empty ships out there, until you come along and fill them up with crew and everything. Then you can fly them away."

Between GABRIEL doing the capturing and me becoming a supplier, I think we've got a real hot thing going. I'm really enjoying it.

The Biological Ploy

GABRIEL taught Jackson one fascinating trick.

For the beginner, it's an extremely important thing to know, because the beginner is constantly searching for ways to build some game wealth. It *looks* almost impossible. But all you have to do is form this little ground party, and spend a lot to get your planetary exploration vehicles, and then you just churn it out. There seems to be a glitch in the program when collecting biological samples with planetary exploration vehicles (PEVs). It's *supposed* to be a random number between zero and the number of vehicles.

But for some reason, if you have exactly *thirteen* PEVs, it will always give you fourteen biological samples. You get 500 units of wealth for a 25¢ turn card. The beauty of it is, you never even have to leave Imperia. It's totally safe; you stay right at the colony and collect biological samples. And it seems to be inexhaustible! You just collect, collect, collect, and sell, sell, sell.

The other good way to get game wealth for real money is to buy brand-new destroyers and scrap them.

You get 4200 units of wealth for the hulk in trade, and you get about 1000 units for what is on the ship, so that's 5200 units for $5. But the hulk's value is useful only if you trade it in on the purchase of another ship. If you're looking for spendable wealth – capital to invest in buying production facilities – the PEV route is A-OK.

Port Van Allen Syndrome

There's another flaw in the game, with colonies.

Forts have 80% accuracy, and they lose 20% every unit distance beyond two. Anything six and beyond has a zero percent chance to hit.

I recognized the flaw, and the United Federation did, too. They took advantage of it against Port Van Allen and just tore it apart. If you just take a simple destroyer and fill it with sensors and put a fighter on it, you can go six units away from a colony and fire at it with a 16% chance of hitting it.

Basically, that means I can park a destroyer – if I wanted to spend the money – and attack a colony all day and do all the damage I wanted, without having any fear of being hit by a fort. It's not cost effective, but it can be done. If you have a battleship, you can go six units away, be impervious to attack, and fire with an 80% chance of hitting – and fire four fighters at a whack. It's terrible. That's why I want one.

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On Money

Some players spend $100 or more per month on ***Star Venture****, but not Jackson.*

When I first started the game, I started off spending about $2 a week, and I'd gotten up to about $10 a week. It wasn't a fortune.

With his established colonies and position in the game, Bill Jackson is now able to cash in his former destroyer fleet in return for a squadron of only three ships: a battleship, a scout, and a superfighter.

I think I'm going to reduce that back down to $20 a month, about cut in half. I don't want to spend all that much money on it.

Now that I don't have to spend so much, I'll enjoy it a lot more.

The Powers That Be

Part of the fun of playing ***Star Venture*** *is telling the powerbrokers from the pretenders.*

There are several claiming to be powers. There's one called CUSEP. CUSEP made all these claims that they had a battleship, cruisers, and everything. Never seen them in the game anywhere. The Kong Alliance is another. From the very beginning rumors and letters have talked about them, but I have never seen a Kong ship. Neither has GABRIEL, nor has anyone in the United Federation. Triskellion Alliance has made some claims. Never heard from them, or seen any evidence that they exist in any large form. Anybody that exists that is very large, you're going to see. Like I ran into GABRIEL. I ran into the United Federation. I ran into the Cape System. Right now, the powers are GABRIEL and I.T.T.

The players directing the United Federation, according to Jackson, have dropped out. As for the Cape System . . . They've just taken a terrible beating. If they're still in the game, they're a moderate power. If I had a lot of money and that happened to me, I think I'd go out and buy a Starkiller and go after the United Federation.

On my ship list – I've got a computerized data base of about 470 ships – I think there's something in the neighborhood of 800 to 900 ships still in the game, although my list is probably not anywhere near accurate. There are ships that I scanned that have been cashed in for other ships. You just can't keep up on all that.

STAR VENTURE is a computer-moderated play-by-mail game offered by Schubel & Son, P.O. Box 214848, Sacramento, CA 95821. The rulebook costs $5.00, and each ship set-up costs $5.00. Turns cost 25¢ per action, with a $2 minimum per turn; battle reports cost $1.50. There are no deadlines. **SG**

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For $2.00 we will send you your first instruction booklet, a free turn set-up, and for an introductory time only the first 100 people to respond will receive 1 free turn. Each additional turn thereafter is $4.00 and includes all your ship and colony options. To receive your game material or for more information call **(201) 337-3437** (Mon. - Sat.) or send your name, address, and $2.00 to Quest Games, Inc., P.O. Box 390, Oakland, NJ 07436.

KEEPING POSTED PBM Update

Phoenix Publications

Company News: Jon Capps of Phoenix Publications announced that that company would resume processing turns this month for its popular play-by-mail game, ***Galac-Tac***. Phoenix shut down the game December 28 to rewrite the game program so that turns could be processed faster. Despite the delay, Dee Capps said that only two players out of over 250 have dropped out. "It's remarkable," she said. "I've never had so many supporters in my life."

The original Phoenix computer could handle seven ***Galac-Tac*** universes comfortably, Jon Capps explained, but when the space game grew to 16 universes, it was time to shut down and reprogram. "The idea is to have more people input (into the game) with less chance of error," he said.

The first ***Galac-Tac*** universe was to have been started up again on February 13, with the other universes following in close order. Then Phoenix will begin processing turns for its new ***Warlord*** game. A number of ***Warlord*** set-ups have been sent out, but the game has yet to begin.

Phoenix Publications is also planning some new releases by the end of the year, but Jon Capps emphasized he wanted to get his current games up and running first. "We're ready to hit the road," he said.

Adventures By Mail

Company News: At Origins '83, there was considerable discussion of the problems faced by Canadian players of U.S.-based PBM games. To solve some of these problems, we are all very interested in starting an "all Canadian" game of ***Capitol*** with one turn per month (instead of three). In order to begin such a game, we need help. Any Canadian players interested in joining such a game or in helping us recruit other Canadian players should write us for more information.

GAMES Magazine chose ***Beyond the Stellar Empire*** as one of the top 100 games of 1983. It was the only PBM game so honored.

Beyond the Stellar Empire

The USS Second Fleet engaged the most powerful Flagritz fleet ever encountered. Twenty-one USS ships attacked two baseships, a scout and a captured human ship. The terrible results: six USS ships destroyed plus several severely damaged. The Flagritz lost the captured human ship, saw their scout crippled but not captured, and their baseships took a tremendous amount of damage, yet were still functional. The USS fleet has returned to its home port for repairs and R&R.

The FET colony LORIT was vanquished by natives, possibly aided by some unknown entity. The FET Marduk, first to arrive on the scene, is picking up the pieces.

SSL colony Korlus is being investigated by the ISP on allegations of genocide. Emite the Clean, Head Squeek Of All The Burrows, estimated that the Lemites killed numbered in excess of 100,000. "If I don't get that murderous governor, my pups will!" Emite said.

Capitol

Game 1: IVAKA's position of first place is quite solid. ZXY and SLEEN are in second and third respectively, but are not close to catching IVAKA. PI VI CE, CHATAN, ALDRYAMI, GROGNARDS, and CHITIN are expanding rapidly.

Game 2: The WEEBLES are in first, but just barely. All 12 races are quite active, with several minor skirmishes occurring. The ETTINITES look tough.

Game 3: Setups are being processed.

Warboid World

The number of shutdowns is rapidly increasing in the first and second groups of games. In fact, several games have had about half of the players shut down and at least one player has shut down two enemy STIC's in the same game.

Advent Games

Takamo

Conflict between the Nomads SETH-NAF-GAR and PHANTATWAIN over an unterraformed planet blazed into interstellar war, drawing in allies of both camps.

VREE-ARE-FRIENDS – a Mining Corporation notorious for selling planet locations and a SETH-NAF-GAR ally – had its home planet invaded during a combined operation by PHANTATWAIN and AKBAR ASTRO MINING fleets. AKBAR ASTRO MINING assembled the galaxy's largest war fleet to crush VREE-ARE-FRIENDS after becoming outraged by that corporation's amoral practices. This formidable fleet located a SETH-NAF-GAR nomad platform and destroyed its guardian fleet. A follow-up PHANTATWAIN invasion deprived the SETH-NAF-GAR of this mobile planet before its location could be changed.

Another SETH-NAF-GAR ally, TRADER DICK, a Trade Corporation emulating VREE-ARE-FRIENDS, had its home world overwhelmed by the GHRISHAKA KHAN's imperial troopers, some of the galaxy's toughest marines. The Emperor GHRISHAKA KHAN took this harsh measure after TRADER DICK employed guerrillas to overwhelm the defenses of a MONATER outpost, while TRADER DICK forces looted the planet and executed its population.

Emboldened by these battles, smugglers and pirates have begun to openly raid and invade weaker civilizations cut off by the galactic wars. Eight tax revolts, razing planetary defenses and installations, have set back ambitious building programs of several civilizations. The THRANX Home World population declared its allegiance to the MONATER after successfully destroying or seizing every THRANX military unit and installation on the planet.

Angry over an AKBAR OF TYDERIA fleet's destruction of a SETH-NAF-GAR war fleet, SETH-NAF-GAR pressed for compensation, threatening war. But the AKBAR ASTRO MINING CORP. board of directors was unwilling to pay for the lost ships. This has drawn the PHANTATWAIN ally into the First Nomad war and direct confrontation with the SETH-NAF-GAR.

Cybernetic Races have begun to invade low Tec-Level worlds, executing entire planetary populations. These events foretell even wider actions against all intelligent life forms.

The IRON LEAGUE has risen to imperial status. This new empire is now facing the same problems which the imperial civilization, the GHRISHAKAN KHANATE, confronted. But, armed with a network of governors with formidable abilities and its own awesome technology and imperial might, the IRON LEAGUE promises to rival the GHRISHAKAN KHANATE in power and prestige.

–Bill Hayes

Schubel & Son

Starventure

In the Ulysses system the destroyer Got-Ya-1 has been wreaking havoc with its newly equipped space fighter. The Got-Ya-1 recently attacked the destroyer Asgard and damaged the destroyer Eric and the medium freighters Moire and Shenandoah. Elsewhere, in the Procyon system the destroyer ASPIX attacked and captured the light freighter Rubscrub and in the Ptolemy system the ground party SWAT attacked and captured the small, lightly defended colony UNKNOWN.

Horizons End!

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and several alliances are being formed. The most prominent new alliance appears to be the Terril alliance based in the southern part of the Greater Plains. The Terril alliance appears to support efforts to eliminate the hated Xlashe and their human allies but their exact relationship with Terran Command is uncertain.

Global Supremacy

In Game #1, heavy fighting continues in the western hemisphere. In South America, a powerful Brazilian division invaded Venezuela, heavily supported with chemical and tactical nuclear weapons. The Brazilian force attacked the vast military-industrial complex at Cumana. The Venezuelan defenders were well prepared and easily withstood the initial armored and chemical attacks, forcing the Brazilians to unleash their nuclear arsenal! The effect was devastating and quickly the defenses crumbled, as well as much of the cities' buildings and factories.

–Duane Wilcoxson

Clemens & Associates

Universe II

Quadrant I: One Unity Alliance ship has released a Sing Nahrev doomsday machine within the Regajian Empire and another Unity ship is at the edge of the empire with four more. This is a major escalation of the hostilities at a time when peace talks between Unity and the Regajians were in process. Rumors abound that the Ixtli Empire is planning an invasion of the Regajian areas.

Quadrant II: The Ixtli Empire fleet of the Unity Alliance which was successful in their attack on Alula has started to move toward Zosma. The expansion of the Ixtli forces is causing concern among the United Etuel Starships, as is the rumor that there are Ixtli spies within the UES membership. It will require a massive effort by the UES members to stop the invasion.

Quadrant III: In the war between the Order of Lafitte and the Unity Alliance, damage to the OL ships has been spread evenly, while Unity ships Wahoowa and Stormqueen were heavily damaged. Elsewhere, the UES Tortuga has attacked and destroyed the UTSC Universal. This may be a diversion to keep the UTSC Alliance from intervening in the Unity/OL war.

Quadrant IV: It is rumored that the UES Zhukov has picked up secret senior system equipment at Hydra and is attempting to take this equipment to Quadrant I. This equipment could have a significant effect on the balance of power in Quadrant I. In the Muar Empire, there is considerable activity in the area near Circinus. While no major wars are in progress, most factions continue to probe the areas controlled by their enemies.

Quadrant XXI: Starships of the STA Alliance have been seen frequently at Gysarme. They seem to be making this their base of operations. Meanwhile, members of the Starfarers Guild have moved toward Eyess. On the far side of the quadrant, the Regajian Empire celebrated the arrival of the ships belonging to the Cetusville Alliance.

–Jon Clemens

Central Texas Computing, Inc.

Company News: First, another major rules expansion has just been completed. The Etuel may be able to help players who ask for specific items. Second, rising costs have forced us to increase fees, effective January 1, 1984. Setup (including two turns) will be $11.00, and each succeeding turn will be $3.50.

We have recently moved to a larger office space. Since we are in the same building, our mailing address remains the same, but we are changing over to a post office box and will keep you advised.

We're also in the process of hiring an independent software designer to move ***Nomads*** to the Lisa and to do new mapping and graphics for us. This will (unfortunately) delay the release of *Nomads*, but when you see it, you'll agree the detailed results are worth it!

Universe III

Several players have taken damage and crew loss through the use of propulsion pods. The Etuel claim to be unable to prevent this at present, but are rumored to be working on a device to prevent this damage.

Quadrant VI: Alliances in Quadrant VI appear to be making a concerted effort to eliminate rogue Terran ships who prey on their companions from Earth. There are rumors of large purchases of Sing Nahrevs, the robot battlewagons, but no one seems to know who is buying these or to what use they are to be put.

Quadrant VII: Colonization has stepped up with the discovery of new habitable planets, some of which are inside the border regions of alien empires. There are no reports of any alien reaction to date, but the Terran colonists appear to be fortifying against possible attacks.

Quadrant VIII: Several colonies have begun underwater mining ventures, with notable success. New equipment purchased from the Etuel seems to be lessening the impact of natural disasters, but the losses at some colonies are still high.

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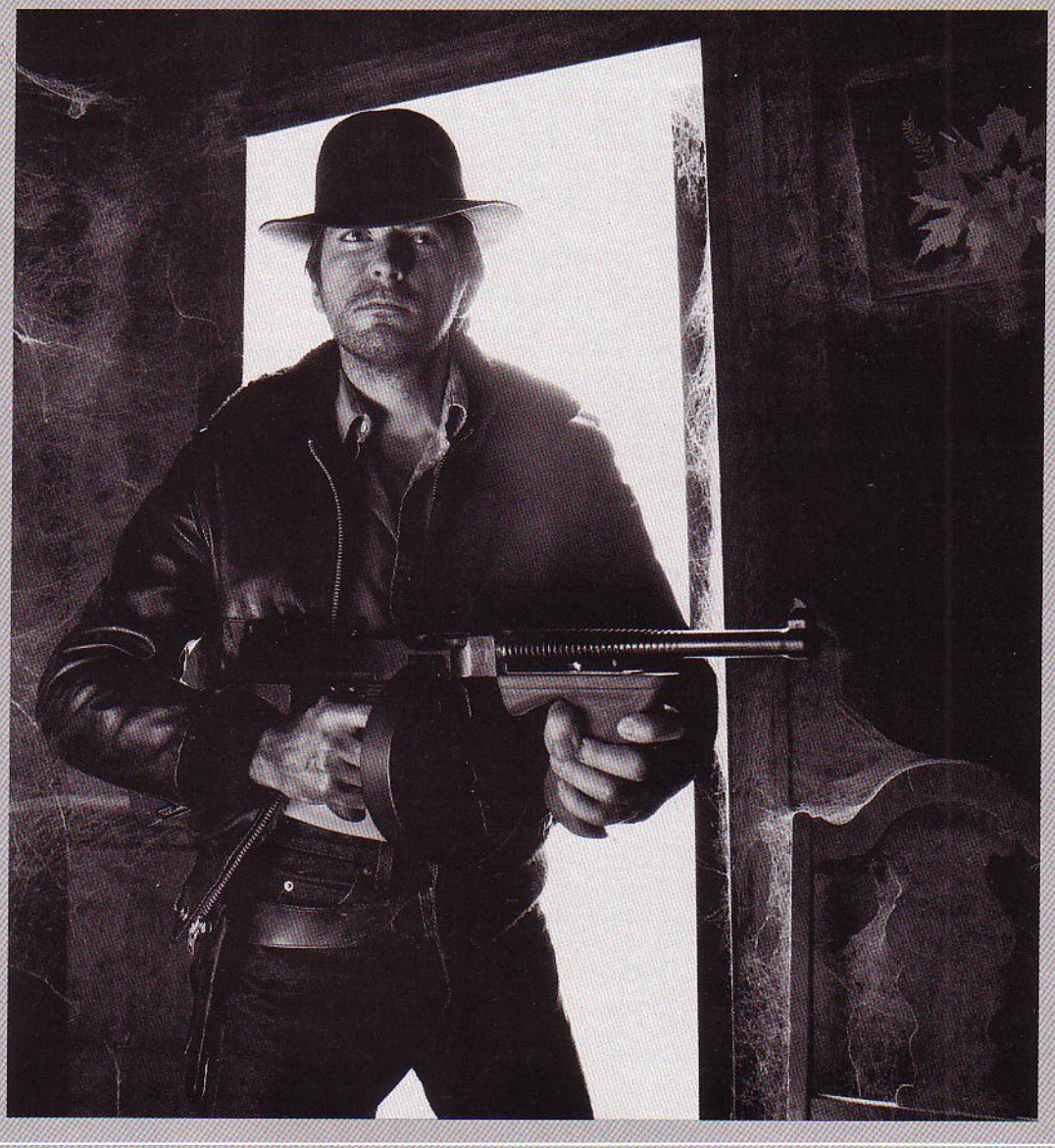

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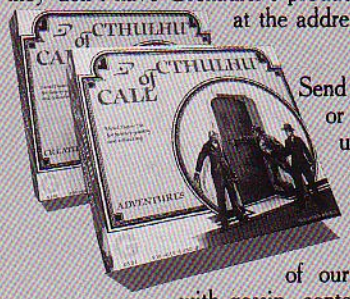

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BUG-EYED MONSTERS

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BUG-EYED MONSTERS is the new West End release by Greg Costikyan, designer of the successful *Creature That Ate Sheboygan.*™ In this game, Greg returns to the "Creature" genre, bringing a flying saucer with menacing monsters to the quiet remote American town of Freedom, New Hampshire.

One player, as the monster, must attempt to kidnap the earthling women (the most beautiful in the universe). The other player must rally the citizens of the town to stop the repulsive invaders and save his womenfolk from a fate worse then death.

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A simple but elegant game system with clear brief rules makes BUG-EYED MONSTERS a good introduction to adventure gaming, but its subject and smooth play will appeal to the hardcore gamer as well.

THE DESIGNER

Greg Costikyan is the designer of nine published games, including THE CREATURE THAT ATE SHEBOYGAN,™ SWORDS AND SORCERY,™ DEATH MAZE,™ RETURN OF THE STAINLESS STEEL RAT,™ and TRAIL BLAZER.™

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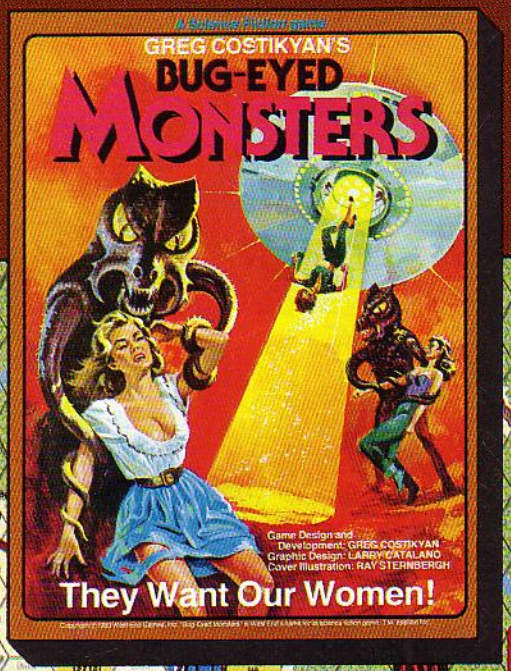

WEST END GAMES

Complexity: Low
Solitaire Suitability: Low
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Playing Time: An hour or less for experienced gamers